

PRO  
PlayStation Pro  
ISSUE 35  
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# PlayStation PRO

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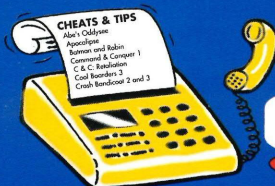
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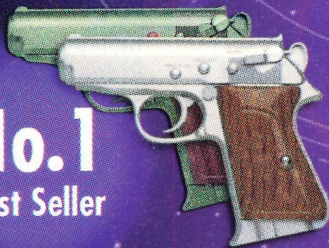
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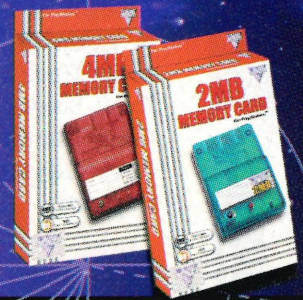
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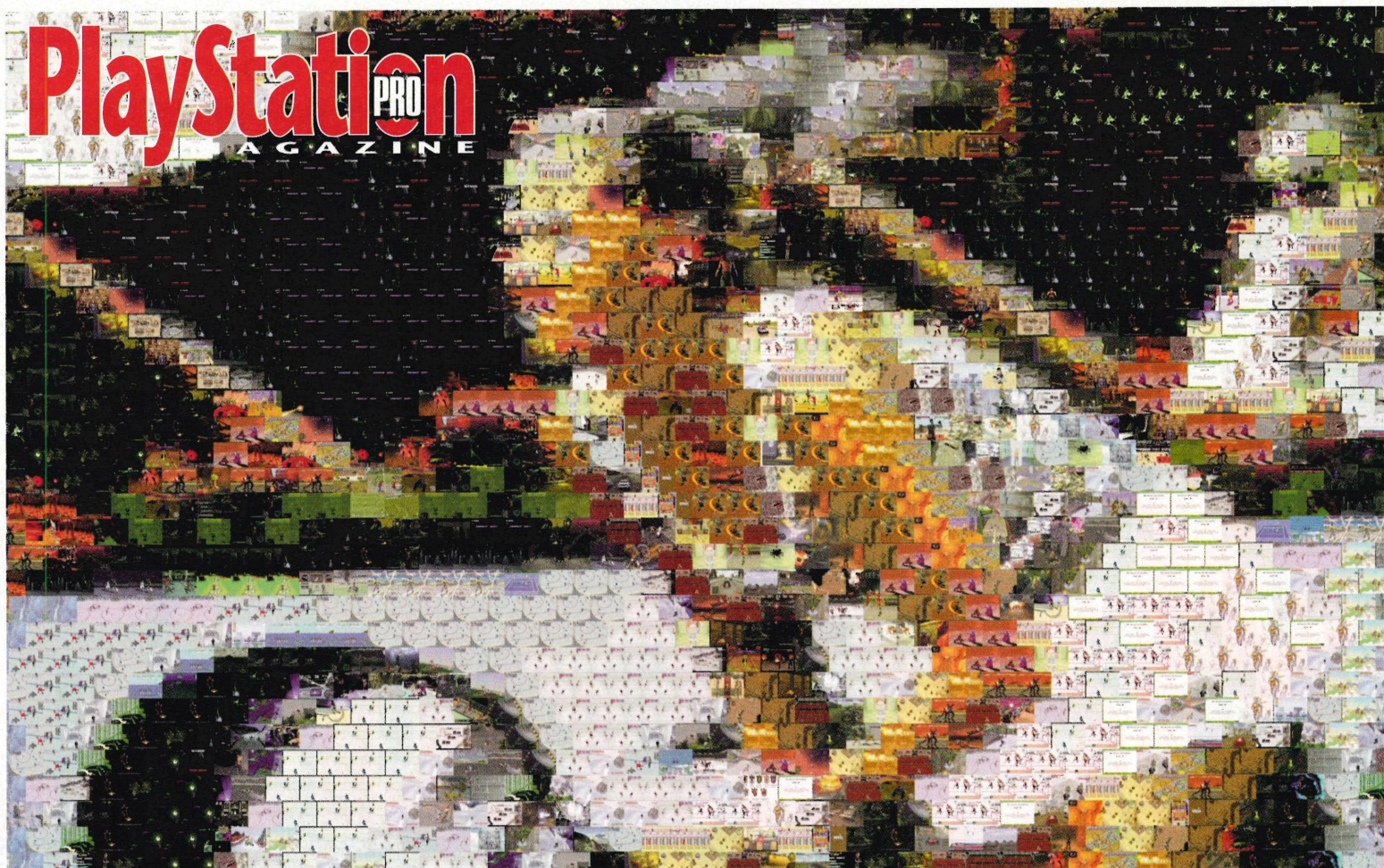
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# Get a life, get a PlayStation, get PlayStation Pro

So you've got a PlayStation.

And that's it, is it – that's your life? Of course it isn't. We know that. That's why Pro exists. There's no escaping the links between PlayStation and club culture. The biggest clubs in the world have consoles installed and clubbers have replaced designer drugs with games of Tekken – or mixed the two together. That's why this month we've given you a stunning dance CD for free. If you hate the music that comes with your games, we think there's no better substitute, since all the tracks on the CD have been inspired by games. Don't ask us how, they just have. And even if they weren't – so what when it sounds this good?

What you have in your hands is easily the best value PlayStation magazine on the planet. Not only do we give you free stuff, we tell you how to save cash every month with our unique Dealer (page 129). Find out how much you should be trading your old games in for, and never get ripped off again.

Add to this a bevvy of lovely ladies, all the reviews of the latest products and 40 pages of forthcoming stuff and you have this month's PlayStation Pro Magazine. Well bought.





## usual suspects

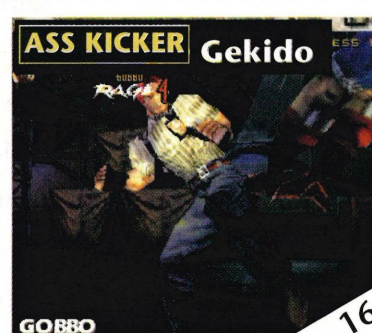
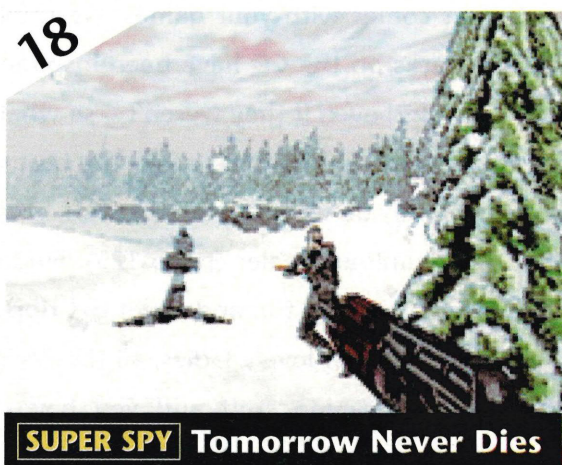
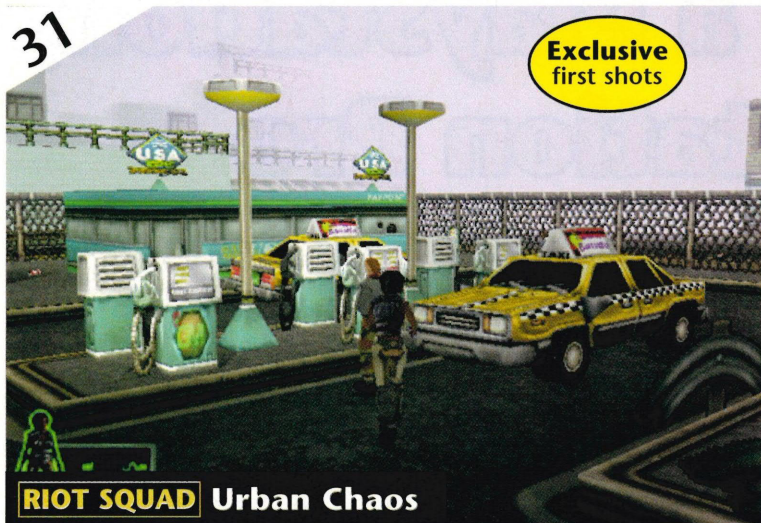
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**Dealer p.129**

ISSUE 35

# PlayStation PRO

## MAGAZINE





## features

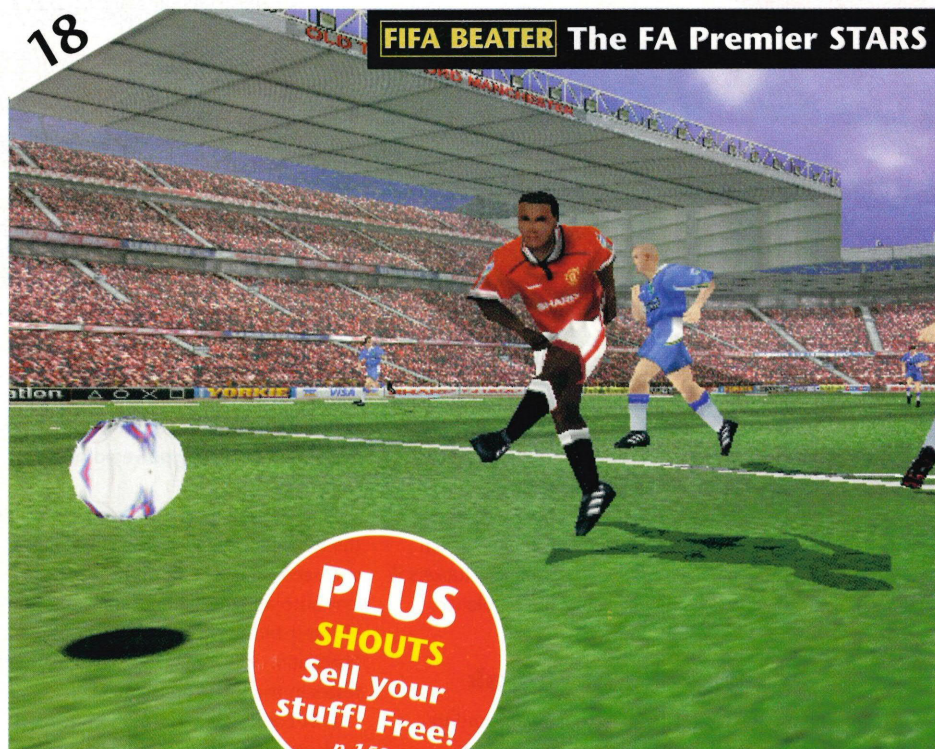
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Discover the true PlayStation criminals

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**CHEESY JAPANESE-Y**  
We test the worst Jap games of all time, then give them away to you!



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### **FIFA BEATER** The FA Premier STARS



**PLUS SHOUTS**  
Sell your stuff! Free!  
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**OII! WANKA! GTA London**

**upfront**  
COVER STORY

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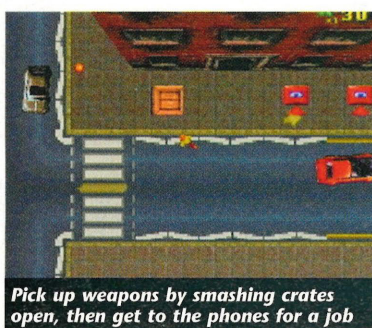
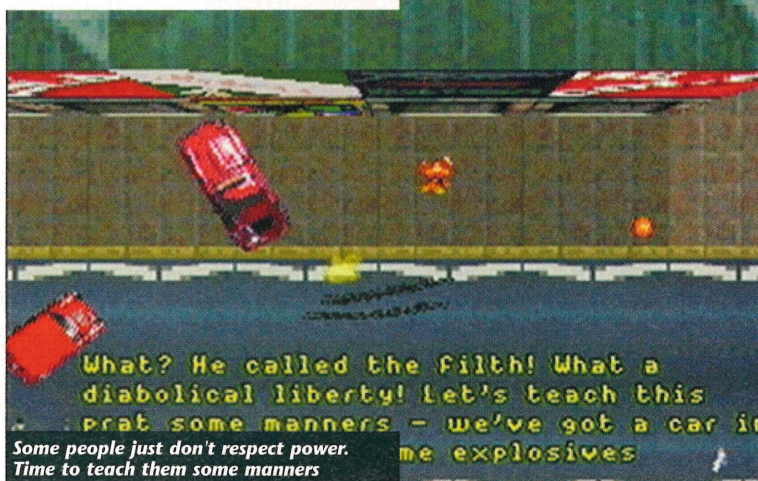
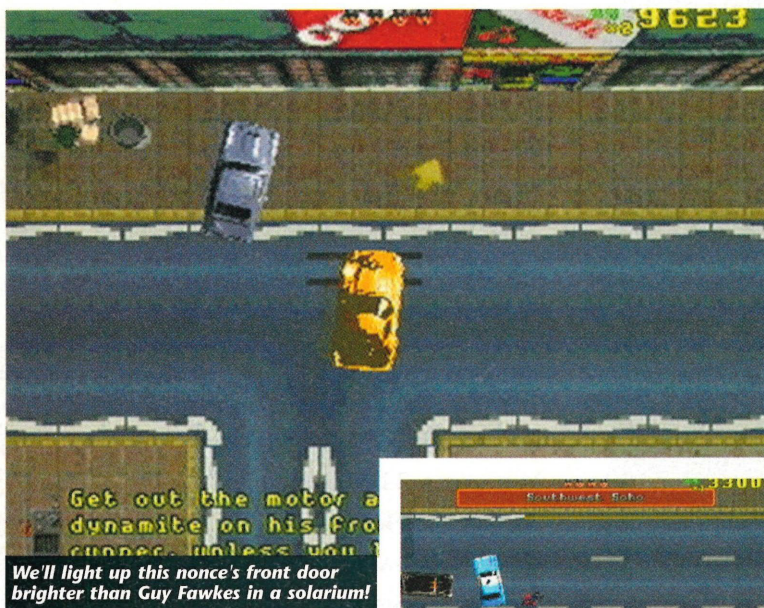
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# GTA London

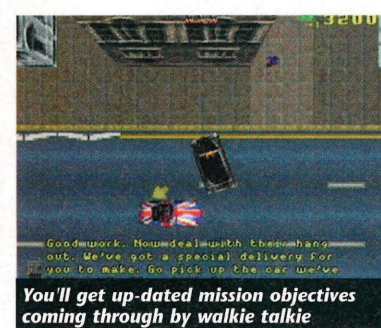
Almighty add-on success for the London boys



with its knackers intact, and it's about to start spreading an undeniably addictive scent all over 'taarn', but not from its arse, obviously. No, it's a disc that'll be doing the rounds. It goes by the name of GTA London, and it rocks more than a Prodigy powered pirate ship.

Extra mission packs are so common in the PC market you could feel them up, spill seed on their stockings then pass 'em onto a friend without feeling the slightest bit guilty, but as far as the PlayStation goes, they're scarcer than left testes in the Hitler household.

GTA London is a PlayStation mission pack virgin, so treat it with the respect it deserves - two Tia Marias, a take away Balti and advance taxi fare home before you try getting past the beaver's dam with this one! Take 2 Interactive have taken the bold step of introducing the add-on pack event to Sony's machine, a move that could quite easily blow up in their collective faces as the PlayStation audience is traditionally harder to impress than a constipated probation officer. Pro can sniff out a blag at a thousand paces, but found GTA London's



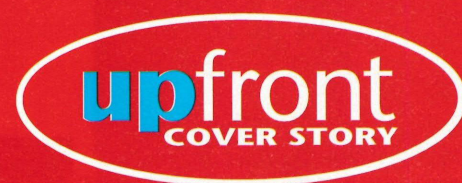
**E**ard you're a bit tasty, but don't mess... or I'll 'ave to slap ya. Remember - I'm the monkey, and you're the cheese grater. Awwwright?"

The crimewave continues big time. London style. It's the swinging sixties, the era of tortoiseshell glasses with rims thicker than a club sandwich, psychedelic micro skirts with less fabric than Frankie Dettori's swimming trunks and vicious villains with more bottle than a dozen dairies. You've heard of the Kray twins right? Well, you'll need to make them look like a right pair of Tommy Tuckers if you wanna get ahead in this bloody town, sunshine.

## anarchy in the uk

Grand Theft Auto is back, putting another controversial comedy cat amongst the prudish pigeons. This tearaway Tom has slipped out of the vets





so sorted you could use it to sift through your sock draw.

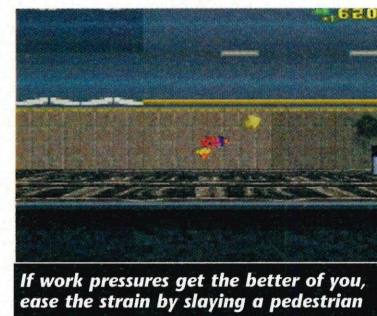
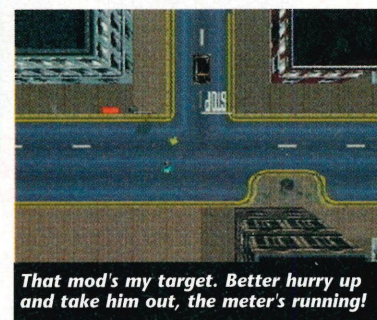
### cool britannia

This is the capital city as it was when Austin Powers was putting his groovy ass

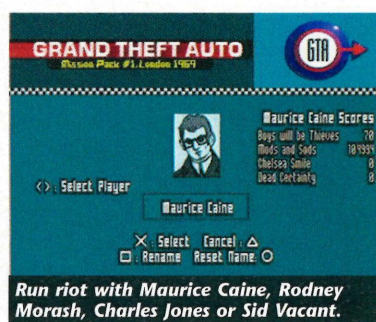
about, and as a wannabe crime lord you'll have to shake your bad booty like a spasmodic aerobic instructor. Armed at all times with a pager and countless public phones, you'll be able to line up more shady work than a tax dodging



Cartwright (big time gangsta) is set to lose a bet. And he don't like losing, oh no. That's the kind of people you're dealing with in the funky up, ass-jamming world of GTA London. You want in? You should if you know what's



'Drag some poor sod out of his **pristine Aston Martin** before squashing his skull with a wheel spin - **that's primetime entertainment!**'

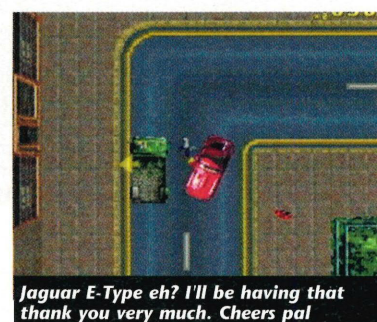


plumber, working up the ranks of the London firm and carrying out increasingly dangerous work.

There's an ample amount of missions to keep your crime spree fresh, fruity and funny - ranging from nicking a moped for the Crisp twins' (big mob blokes) mum to drug running, drug dealing, car bombing department stores and executing an entire football team whilst they're in full flow just because Harry

good for you. Slag.

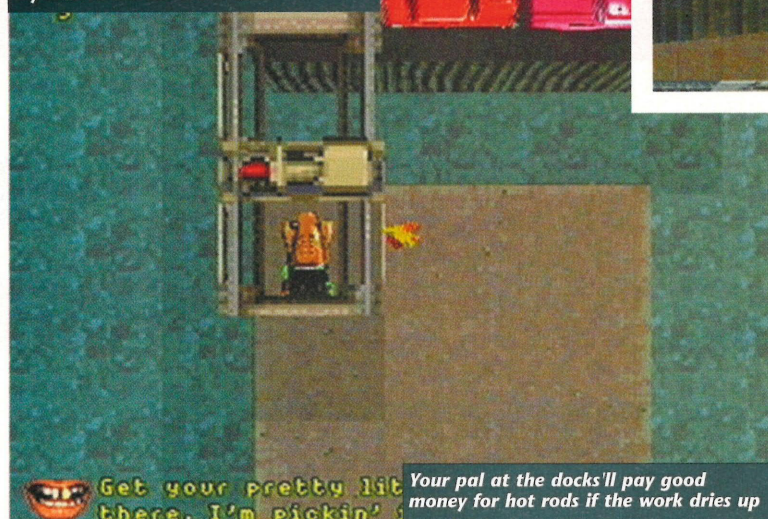
Of course it's all tongue-in-cheek, and that's the beauty of it. Ragging around the city with a platoon of rozzers right up your anus whilst the stereo, sorry wireless, is booming out the best in sixties' ragga and ska is merriment enough. But when you can skid to a halt, get out of the car and spray the innocent public with bullets then drag some poor sod out of his pristine Aston Martin







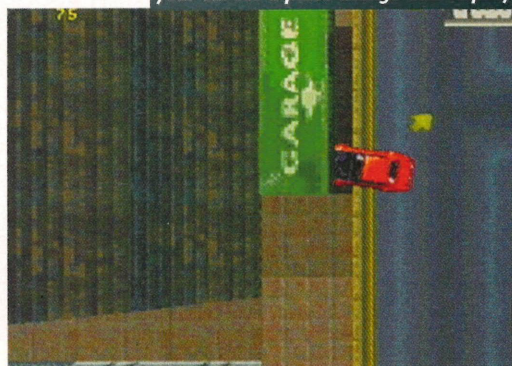
Ooops, sorry mate - my dinner's on and my mum'll kill me if I'm late!



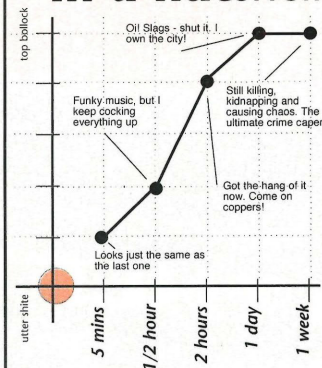
Get your pretty lit there, I'm pickin'!

Your pal at the docks'll pay good money for hot rods if the work dries up

If you really need to disappear take your car for a plate change and respray



## In a nutshell



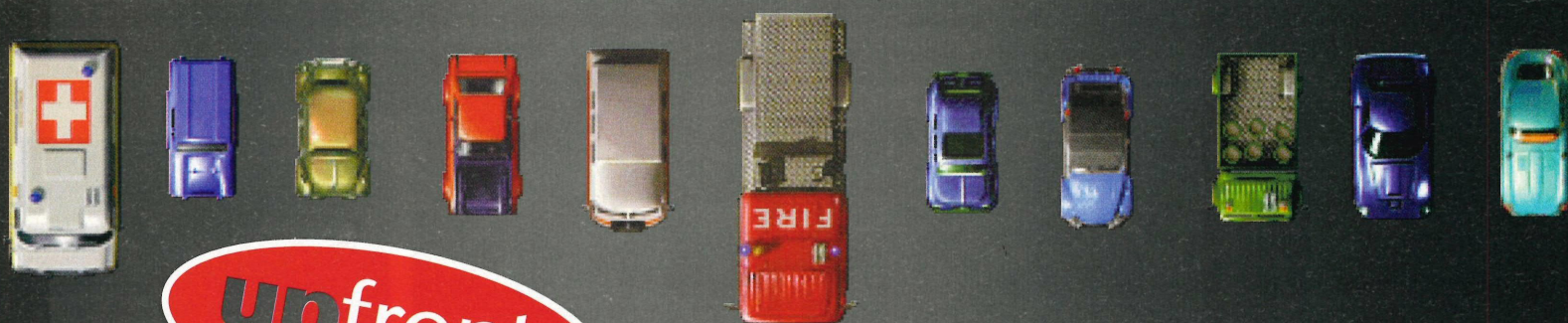
before squashing his skull with a wheel spin - that's primetime entertainment (or Rochdale's bus depot).

You've got guns, rocket launchers, tanks, car bombs and an all new collection of road traffic including over 20 authentic 1969 vehicles to play with. If you can stay out of nick that is, which isn't as easy as it sounds as the filth on this manor are bloody harder to shake than yer last dribble of piss. It's time then to take a detour through a respray shop for a plate change and a lick of paint,

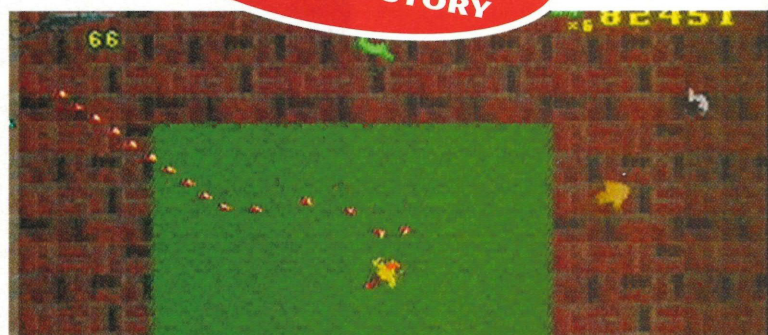
and your rear end should be more bacon free than a veggie burger. Sweet as a nut eh?

## corn warning

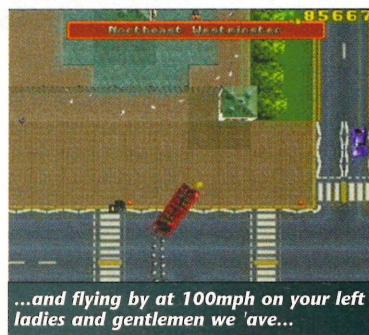
Morally speaking it's obviously only a step away from being over the line. But we're intelligent people, it's only a game, so who gives a f\*ck? This is addictive entertainment at an affordable price. Whether you're getting value for money is debatable as at the end of the day guv' it's basically more of the same, but that's



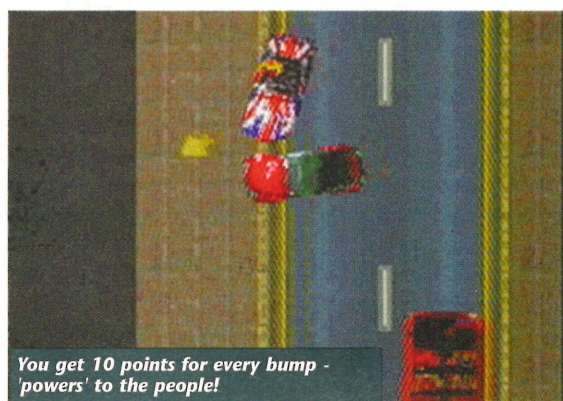
upfront  
COVER STORY



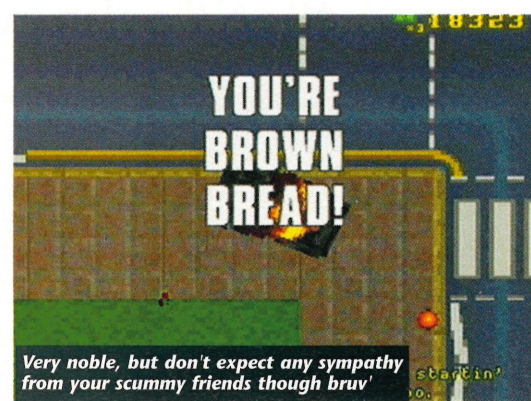
Dance mutha f\*ukers! An' I don't mean the fa\*kin' Lambeth walk neither slags!



...and flying by at 100mph on your left ladies and gentlemen we 'ave...



You get 10 points for every bump - 'powers' to the people!



Very noble, but don't expect any sympathy from your scummy friends though bruv'



# Lords Of The Manor

These are the beautiful gents who'll be offering you work, you nonce. Don't mess or there'll be bloody 'ell to pay. You got that 'ave ya?



**HAROLD CARTWRIGHT**  
My name's Cartwright. Harold to me nearest and dearest, and I'm what's known as a 'face' in this shithole. Remember, I'm the monkey and you're the cheese-grater. Awwwright?



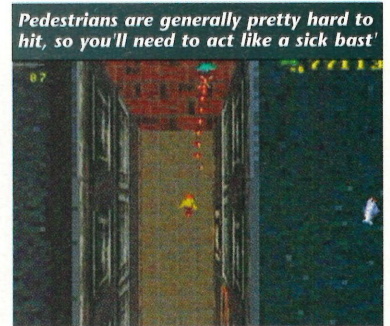
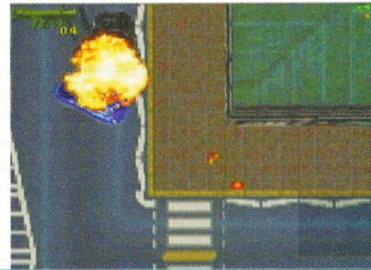
**JACK PARKINSON**  
This pair of laddered tights on the legs of some poxy slag called Earth is waitin' for someone like me to take it over. And when the rest balls it up, I'm taking whole bloody bunfight.



**THE CRISP TWINS**  
We've eaten more hard men, and tough kids than you've had hot dinners, sunshine. Tough guys? We shit 'em. But if you got somethin' special to offer, then we can maybe find you somethin' to do.



Yes, I'm in a Ferrari, and yes I think I'm more important than you, and if you and your mini driving pals don't like it - blow me!



Pedestrians are generally pretty hard to hit, so you'll need to act like a sick bast!



'You'll have to **shake your bad booty** like a spasmodic aerobic instructor'

addictive game.

Imagine Konami putting out an extra mission pack for Metal Gear Solid where six secret members of Foxhound still

Take 2 are toying with by releasing GTA London. But when you forget about the politics, and take the game on its own merits, there's only one conclusion to be

'It's obviously **only a step away** from being over the line. But we're intelligent people, it's only a game, **so who gives a f\*ck?**'

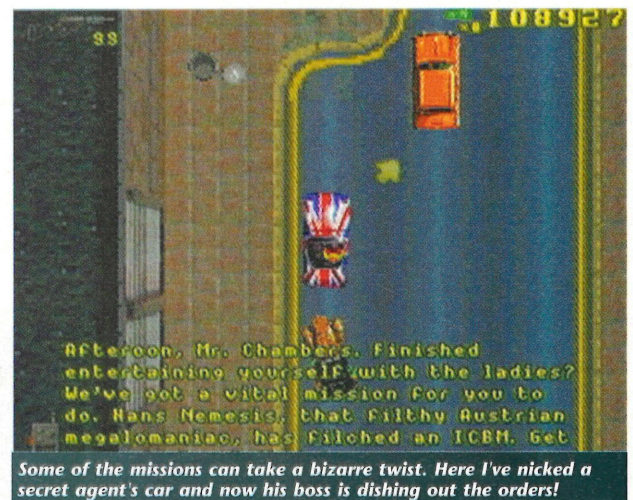
need sorting by the solid slippery one. Would you find it hard to rustle up 20 buff for that? Of course, extra levels for something like Overboard would be a complete piss take, and that's the danger

After I've made the drop off at this garage the cops should lose my scent



drawn. GTA London is every bit as dangerous and deliriously funny as its older brother therefore that means it has to be worth owning. Cushty mush, as they say down Lambeth way. Well they probably do.

James



Afternoon, Mr. Chambers. Finished entertaining yourself with the ladies? We've got a vital mission for you to do. Hans Nemesis, that filthy Austrian megalomaniac, has filched an ICBM. Get

## The Verdict

Graphics ★★  
Sound ★★  
Gameplay ★★  
Lastability ★★

Out now £19.99

It's the bastard son of Reggie Kray and Austin Powers, and whether you're buying just the add-on disc or the full GTA package, you can be assured of a great time in an escapist underworld. Dig the groove, feel the beat and dish out

Alternatively: Syndicate Wars - Electronic Arts ★★

dual shock • memory card • one player

Published by Take 2 Interactive





Hot for  
Star  
Wars?  
Page 46  
mate!

BIG BOY

## WWF Attitude

Let's Get Ready to rumble! Again

**O**f immediate interest here is the "Create your own pay-per-view mode" which presumably, will enable the player to charge his mates 17 quid a game while insisting on loading up vastly inferior software until about eight o'clock in the morning when every bastard's fallen asleep and there's no-one left to witness the main event. But we digress.

So it's another effort full of 18 stone six footers with gurus' beards prancing around in front of screaming thousands wearing only a bird's gym costume. This latest licence boasts over 40 superstars from the sport everyone's grandma loves to watch, with no less than 20 game modes including Tag, Title



and Career. All-new match options include First Blood where you get to destroy a fully-tooled up American military helicopter with a pebble (only joking), I Quit, 2 out of 3 falls, Iron Man, Tornado, Hard Core, Last Man Standing, Steel Cage and Weapons.  
Released June



eyewitness

Over the next 40 pages of Pro you will find the essential games you'll be buying over the next 12 months. And possibly a few turds. Nowhere else will you find such a wealth of information so thank us by sending in money...

**Star Wars page 46**  
Episode 1 - Light Sabers at the ready!



## On the case

Pro obtains top secret information about the new look PlayStation and gives it to you...

**W**ell we've found out the information that the world has been clamouring for. Since the announcement of PlayStation 2, the one thing people have wanted to know is, not how good the games will be, or indeed how powerful the machine turns out to be, but rather, what will the bloody thing look like?

Other PlayStation mags have tried to con you with artists impressions which are little more than flights of fancy by overpaid artists but we went straight to Sony's top bods and, after getting them drunk, taking them to a sleazy strip bar and threatening to split to their wives,

discovered that an announcement is due sometime around September and it's unlikely any of us will see the new box

*'What will the bloody thing look like?'*

much before that, if at all.

This will be a huge disappointment to a lot of people but there's a suspicious sense of good timing as Sega's Dreamcast is due for its UK release on September 23rd. Coincidence? We think not. Will this stunt be yet another nail in the Dreamcast's coffin? It seems they're being hammered in from all angles at the moment. Watch this space.

**Discovered!**  
Pro brings you more on PlayStation 2!



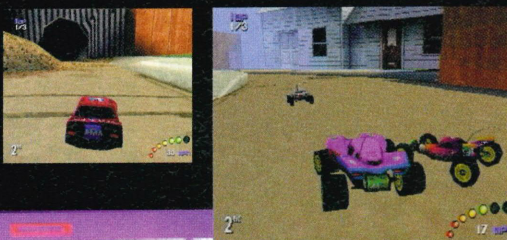
**Point Blank 2 page 45**  
Ready, aim... shoot like f\*ck!

**Bugs Bunny page 24**  
See what's up. Doc.



**Eagle One page 32**  
Something to get your claws into!





# BRUM! Cars Alive!

It a remote controlled ReVolt

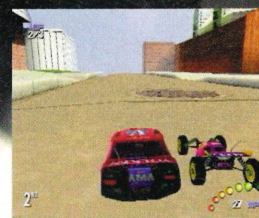
**S**omebody, somewhere has got their hands on a batch of good shit and, in their hazy wisdom, decided that the way forward for video games is remote control cars... which come to life.

Anyone who's ever been 12 will know

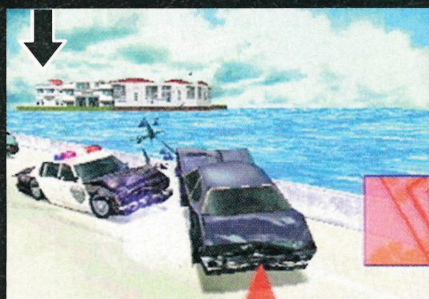
know that all remote cars have a mind of their own whatever the ganged-master developers think. Still, the idea is to round them up (they came to life on the production line. Sorry) and drive them back to the factory. All the environments are fully interactive and the best description is Micro Machines meets your granny when she's pissed. Seven environments, 14 tracks, multi-player battles and a range of weapons are what'll be on offer and,

undoubtedly great lengths are being taken to insist that this isn't a Micro Machines clone. We'll see...

Released **Autumn**



**Driver** page 26  
Ready to roll at last!



**Wipeout 3** page 16

Watch out. The Beach Boy's fave game is back!

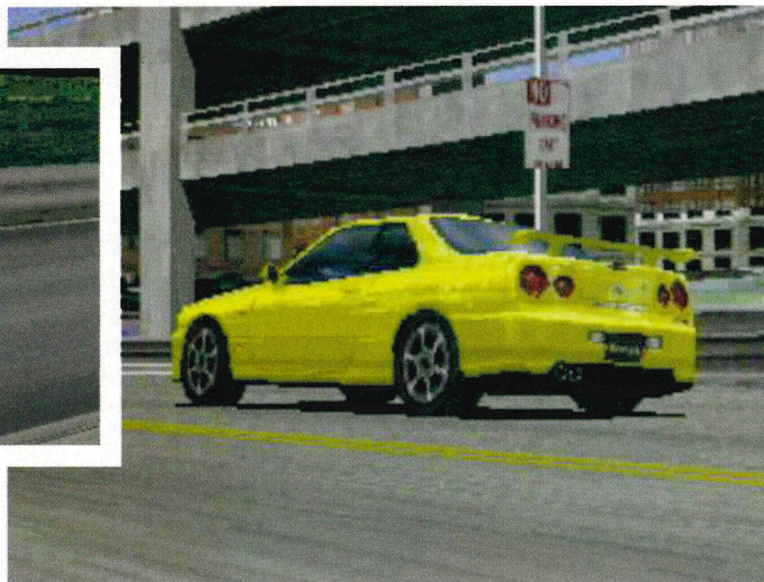
## Inside eyewitness

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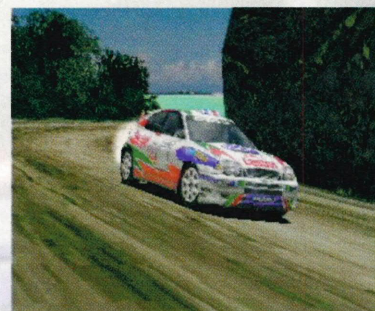




PREVIEW



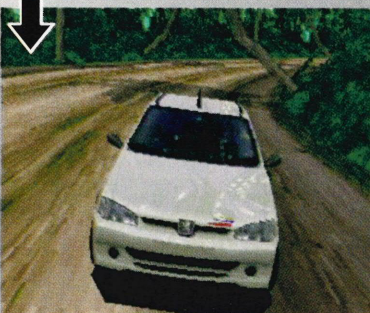
Lammy awakes to find she's a talentless tone deaf sheep. And you thought that was just Billie!



# Gran Turismo 2

So what's new with the game whose father was a humble carpenter?

Lammy awakes to find she's a talentless tone deaf sheep. And you thought that was just Billie!



**Q**uite a lot, as it happens. For starters, Pro's little Japanese friend with a penchant for the type of cuisine that causes raised eyebrows on the faces of those who check expenses has come good on his million dollar meal by firming up a release date. It's September.

What he's also done in between claiming "high class whore" translates directly as "travelling expenses," is find out some more about the cars and the ways in

which they race (yes, thank you, we know they go quickly).

The developers had hoped to tie in a license with Porsche, but the German manufacturer wanted way too much cash and there'll consequently be no Boxsters or 911s. Which begs the question as to why we bothered winning

the war in the first place? - until one remembers that the Japs in fact did not. But still...

What there is, is a dragster mode where, away from the mainstay of tuning and driving, players can test the acceleration of their vehicle of choice in



*'Unprecedented realism, graphics and amazing gameplay - guaranteed to'*



# Master Stroke

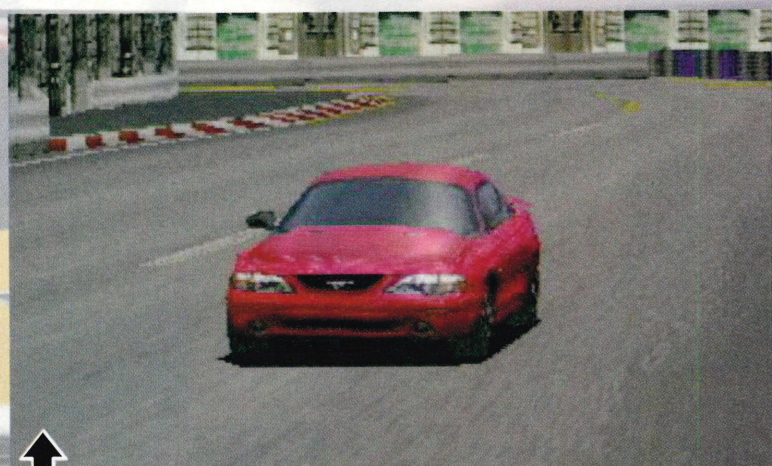
**G**olf - is it bland or is it the most skilful game on Earth? Well, it's probably a bit of both, but when it comes to golfing videogames, few would argue that the Actua Golf series has pretty much got a handicap of 0 (write in if you know what that means because we haven't got a clue - Any game that hasn't got offside in it is no good to us!).

Now the creators of Actua Golf have signed up the exclusive rights to European PGA golf and have set about creating a game where you can play against Europe's top swingers at six brand new courses. Ireland's exclusive K-Club (the 2005 Ryder Cup Venue) and Sweden's Kungsängen are two of the venues included.

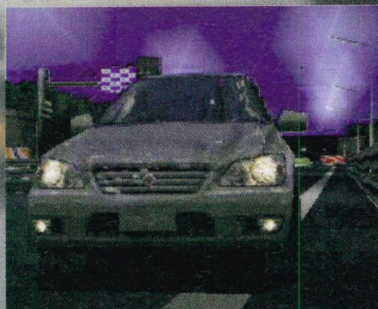
All the Actua Sports games are legendary for their real-life commentary. Here the BBC's Peter Allis and Alex Hay step behind the microphone to guide you through the game, which, as usual, will feature motion-captured graphics intended to provide all the realism you'll ever need in a PlayStation golf game.

Out in time for Christmas, this looks like ruling out any chance of Actua Golf 4 this year, thankfully breaking the seemingly never-ending trail of sequel after sequel just before the festive period.

Released **November**



*Lammy awakes to find she's a talentless tone deaf sheep. And you thought that was just Billie!*



the traditional way of the American teenager. Surprisingly, this isn't a case of simply testing whether or not the car is capable of transporting your enormous, spot-ridden, burger-obese frame complete with whatever oversized dental helmet is de rigeur, but the equally simple "tromping the pedal for a few hundred yards" exercise. In true spirit, a host of typical Yank muscle cars will be available for just such an event. Ice Cube should be over the moon...

Also reported is the way in which GT2 is set up. All of the 400 cars can be raced in any sort of event so, if you have the tuning ability to take a Cinquecento to a podium position in the bumpy rallies, or a Skoda to glory in the drag test, you'll have the chance to prove it. And, inevitably, fail. Before you get there you'll need to win a licence and indeed - in the previous effort - the wherewithal to fund it, but then that's all part of the fun. Released **September**

Featuring

- 1 hit the button
- 2 weird city
- 3 time & space racers
- 4 snowboard 2050
- 5 crab creatures
- 6 no lyrix
- 7 the power is mine
- 8 aliens don't talk
- 9 chasing it
- 10 getaway

Technophonik

**Don't forget to put your FREE CD in your player and get jiggy...**

**U**nless you've been swindled by your newsagent you'll have noticed your free audio CD taped to the cover of this month's mag. We've teamed up with rising dance act Technophonik to bring you the coolest music ever given away with a PlayStation mag. The tracks are all inspired by games, we'll leave you to decide which ones, and are perfect aural fodder to hammer out in the background while you play your games. Just think, no more plinky-plonk videogame music. Bliss. Here's the tracks included - enjoy.

**1 Hit the button 2: Weird City 3: Tome & Space Racers 4: Snowboard 2050 5: Crab Creatures 6: No Lyrix 7: The Power is Mine 8: Aliens don't Talk 9: Chasing it 10: getaway**







PREVIEW

# Gekido

**Prove your hardness or you'll be picking up your teeth with a broken arm**

**F**ighting games have been the mainstay of arcades for 20 years. The popularity of battering a virtual somebody never seems to decrease and the latest in the long line of beat'em-ups aiming to offer something a little different is Gekido from Gremlin Interactive.

Taking its inspiration from the classics of yesteryear like Renegade and Double Dragon, Gekido will have you moving through the landscape to beat the evil blah, blah, blah for probably kidnapping your girlfriend.

For what it's worth, it's set in 2011 and features fully destructive scenery as you wander around leathering hordes of street scum. There are four characters that you can pick from and they'll all follow their own path through the game, opening up new sections for each. They can also all learn new martial arts moves and gain special weapons along the way to defeating the evil blah, blah, blah.

We're not expecting Gekido until late this year, so if there are any problems it could well be one of the first games of the new millennium. No pressure to



**What the world needs is another PlayStation beat 'em-up. Oh yes!**

make it decent then lads! Watch this space over the next few months and we'll bring you up-to-date as the time draws closer.

Released **November**

NEW ANGLE

# in a sp

**Is it wipEout or isn't it? The untrained eye might well make a simple mistake with 360...**

**W**ipEout was obviously a classic and recently Rollcage brought the futuristic racing genre bang up-to-date. Now French company Cryo have come up with 360, a game that sees you taking command of one of eight hoverbikes, each trying to blow their opponents off the track. The





# in

difference to other similar games is that each hoverbike has a '360' mode (hence the name), which alters your view to a revolving one while still driving in a straight line. This allows you to spin round, see who's sneaking up on you, and dispose of them promptly, all the time staying on course. Cool idea.

Starting on one of the three tracks in each of four levels (Water, Ice, Lava and Dry Sea Bed), your task is to race against other hoverbikes with the intention of coming in the top three placings and being awarded a power-up. This isn't as easy as it sounds, as hindrance comes from opponents who shoot you as you wing your way round the course. The attack

controlled opponent, they will forfeit the race in order to train their arse-kicking sights on you.

Anyway, it's still at a fairly early

*'It alters your view to a revolving one while still driving in a straight line'*

won't put you in last place, but will freeze your progress enough to put the mockers on any dreams of becoming top dog. If you attempt to retaliate against a PlayStation

stage so we won't comment on playability (or whether it makes you feel sick or not) just yet. Soon though. Promise.

Released July



Applying your afterburners produces a lovely effect



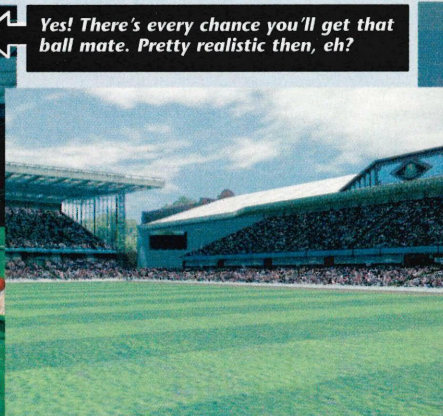
Lush graphics mixed in with a Wipeout game. Here comes 360

(X) button to select





Yes! There's every chance you'll get that ball mate. Pretty realistic then, eh?



# SHOOTING

Is FA Premier League STARS true balls-out football, or just a re-branded FIFA?

PREVIEW

# Stars



**B**oasting a level of realism never seen before in a footy title, FA Premier League STARS will be the next soccer extravaganza to burst like an angry bull from the EA Sports stable. It could be as successful as FIFA '99, but unfortunately, the similarities with that powerhouse bestseller don't end there.

Many footy fans were a tad disappointed when they forked out for a copy of World Cup '98, only to find that it was basically Road To The World Cup with fewer teams. Both games were both published by EA Sports and featured the FIFA engine, so will FA Premier League STARS be another FIFA game with a new license? Well, to many it would be no bad thing, especially as the game will add new ingredients to the football mix.

## open goal

The feature that stands out most in this prospective footy spectacular is the new STARS system. During football matches, players will be awarded "stars" for impressive performances. Players will then be able to use these "stars" to



PREVIEW

# bond Bombshell

## Tomorrow Never Dies, but some poor bastards are bound to in Jimmy B's PlayStation debut

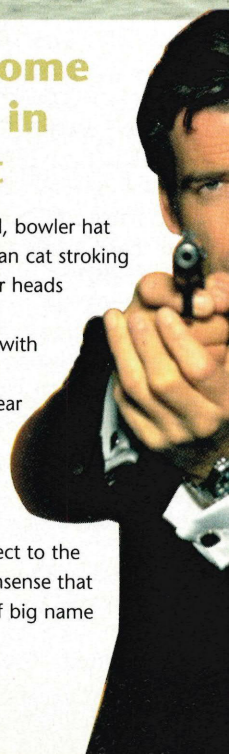
**E**veryone is talking about it, but no-one seemed to know very much. Until now. A source at Electronic Arts exclusively revealed to Pro that some unauthorised early screenshots of Tomorrow Never Dies were leaked to the press but were, we're told, not an accurate reflection of the true nature of the game and the quality of its graphics.

The developers are holding their cards closer to their chest than Kelly Brook's queen of hearts bra when it comes to releasing info, but we managed to find out that Tomorrow Never Dies is played from a third-person view behind the Bondster, with a nifty switch to a sniper

view when triple nipped, bowler hat wielding, one-eyed Persian cat stroking bad-guy-types need their heads blowing off.

Expect a lot of detail, with souped-up-for-spying vehicles that Bond can tear around in, plus a strong cast resemblance to those of MGM's blockbusting film – although this is still subject to the kind of red tape and nonsense that goes with the territory of big name film licenses.

Released **October**







Super bouncy blokes with heads filled with molten metal, they're everywhere in the Premier League

## 'You can use the stars to increase a footballer's skill rating in key areas such as shooting, tackling and passing'

increase their footballers' skill ratings in key areas such as shooting, tackling, passing etc. They can also be used as currency to buy players from other clubs. These customised teams can then be saved onto a memory card and pitted against friends' teams

The SKY Sports gang will be

responsible for FA Premier League's commentary. Richard Keys and Martin Tyler will present and commentate, whilst Andy Gray will be prepared with his magic electronic felt-tips.

All the team kits will be represented in their full technicolour glory, complete

with sponsorship logos, and footy fans will be chuffed to hear that once the Premier League has been mastered you can go on to play against some of the greatest teams from around the globe. More info coming soon.

Released **August**



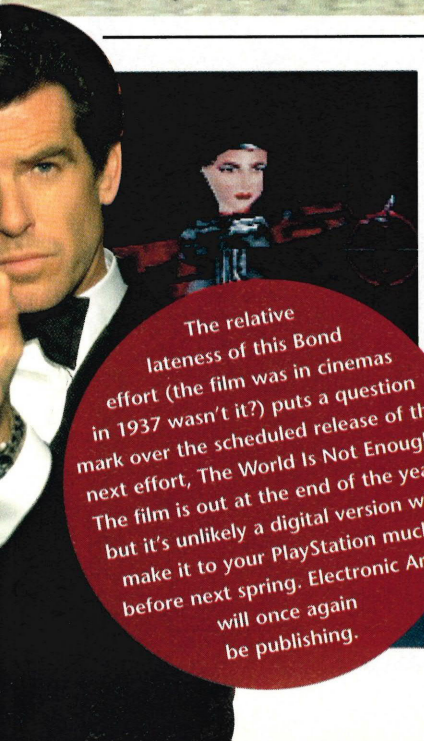
## USA correspondent Chet Weinschneider does the trolley dash...

**S**tateside news is currently dominated by the Denver tragedy, and inevitably talk has come around to the role that videogames played. It's difficult to state a case for the defence without glossing over the plight of the victims' families, though it's clear that fantasy only invades reality in those minds that are already warped. With that said, the subject is best left for personal opinion. On a much brighter note, Sony is doing the retail thing! Yep, that's right – Sony of America is apparently tired of cheeky shop-owning upstarts taking their cut of its profits, and so is jamming its corporate finger into another pie with plans to open its own store.

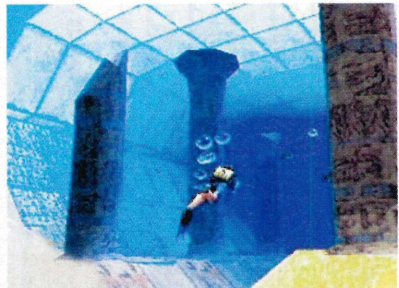
Unimaginatively called PlayStation, and set to open its doors in San Francisco before the summer's out, the shop will offer everything your favourite games outlet does and – here come the quote – "a whole lot more besides."

The waterfront development will stock nearly every PlayStation title ever released and if all goes well will be the first of several such ventures on this side of the pond. Oh, did I mention the 30 or so test stations where shoppers can try out any game? Book your flights now...

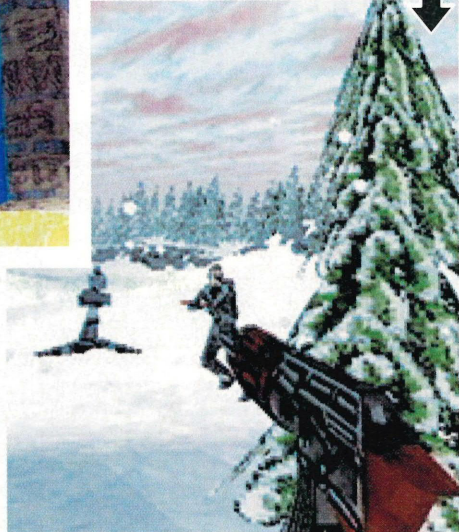
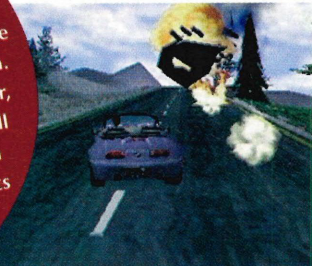
The dino's might have died, but the license won't! Yet another Jurassic Park game is on its way courtesy of Dreamworks, and this time it's a fighter! All of the creatures from previous films are pitted against each other in interactive locations, with bonus beasts accessible to the most skilled. Sounds like a goodie, but then so did Primal Rage. Stay tuned and I'll tell you what I learn!



The relative lateness of this Bond effort (the film was in cinemas in 1937 wasn't it?) puts a question mark over the scheduled release of the next effort, The World Is Not Enough. The film is out at the end of the year, but it's unlikely a digital version will make it to your PlayStation much before next spring. Electronic Arts will once again be publishing.



The Santa's grotto level looks to be a real hoot. Die evil elf, die!





NEWS

# Armorines

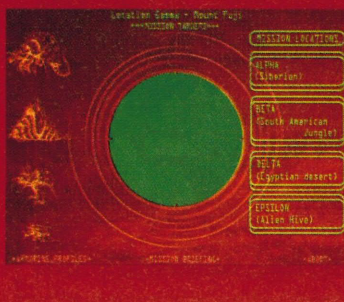
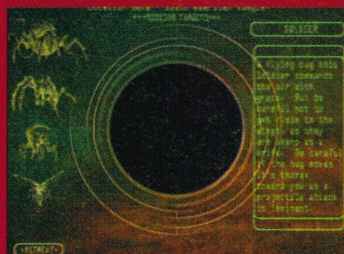
**Experimental army takes on group of insects. Because hey, that's fair!**

**F**ollowing the bloody human entrails of Shadow Man (seen elsewhere this issue), Armorines is Acclaim's second game to make the Neil Armstrong-like leap from comics to PlayStation immortality.

The Armorines are an elite fighting force of Marines charged with saving the world from an invading swarm of alien insects bent on colonising the Earth. Why can't alien insects just come over, shake our hands, exchange pennants then have a friendly game of footy? Or marbles? Protected by an experimental fighting armour, they're mankind's last line of defence in saving the Earth from certain annihilation by those bastard insects who flatly refuse to be nice just for once.

With two Armorines as pickable main characters - played from either first or third person perspectives - and a wide range of multi-player options, developer Probe is ramping up the gameplay big time. A points system rewards players with promotions based on meeting mission objectives and performance, so it's not a case of doing a Hungerford and shooting anything that moves.

Released **Winter**



# Get off and milk it

NEW GAME

**By the time you've said Castrol Honda Superbike World Championship, the race'll be frigging-well over!**

**T**his, we're promised, will be as loud and fast as a stampeding herd of mic-ed up elephants injected with cheetah adrenaline.

It's an American effort and the name hasn't fully been confirmed as yet, but whatever's it called it has the chance to take the PlayStation motorbike market by storm because the best efforts so far have been marginally better than dross.

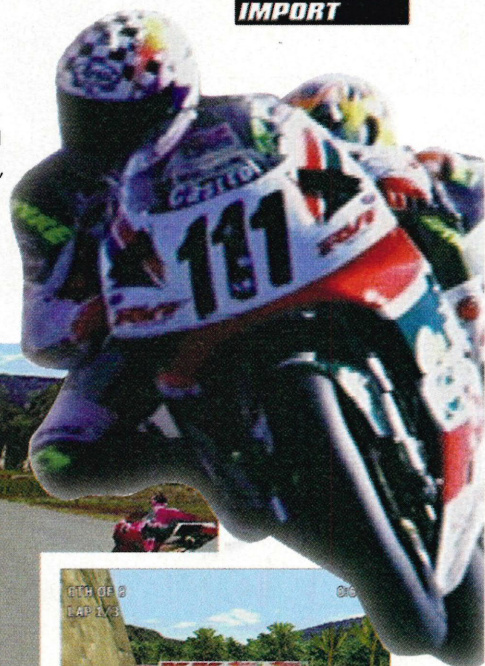
Developed with assistance from the Castrol Honda team, it allows players to race the 1997 Superbike Championship winning bike - the awesome 200mph Honda RC45 - on a mix of purpose built race circuits and street courses from around the world. An obvious question is that if it's so awesome, why didn't it win the '98 title?, but unfortunately the programmers were out when we rang with that one.

Lifelike handling is the bold boast, with 20-odd opponents complete with greater intelligence than Carol Vorderman in the reference section, and a fully tuneable set of bikes with handy hints from the

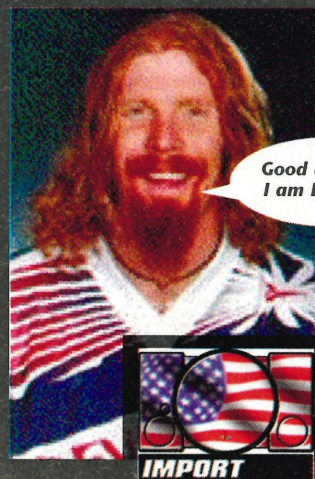
Castrol team. Such as "Ooh you don't wanna use that oil mate" - presumably.

Split screen two-player racing should see some serious post pub gaming and, for the real experts, game completion in Championship mode opens up the chance to race the world famous Motegi Honda test circuit.

Released **July**



# ALEXI LALAS INTERNATIONAL SOCCER



Good afternoon. I am Eric Stoltz.

**W**ith the possible exception of the unlikely emergence of Dustin Hoffman Snooker Masters or Alice Cooper's BMX Stuntriders, a more ridiculous license one could not hope to witness. Admittedly, Alexi Lalas is a footballer (or should that be soccer? He plays for New York/New Jersey Metrostars by the way) but he's American and ginger and frankly, Pro's afraid of this game.

While it will almost certainly never make it to Blighty, Lalas Soccer incorporates a number of features us Brits are bound to find novel. There's overtime. There's penalties. There are never any draws and everyone gets up at half time to sing a



Hmm... this looks suspiciously like England if we're honest

ludicrous song - or at least, some of the above.

Developers Rockstar Games and Z-Axis have motion-captured 250 player animations from US soccer star Eric Wynalda. Alexi, presumably, was at the hairdressers. Numerous cameras follow the action and each of the players is said to be a semi-accurate representation of the real thing. We do look forward to playing it, but a US developed football game with a US star as the license is akin to a Scottish gridiron effort, and it'll be interesting to see how it all pans out. Released **Summer (US)**



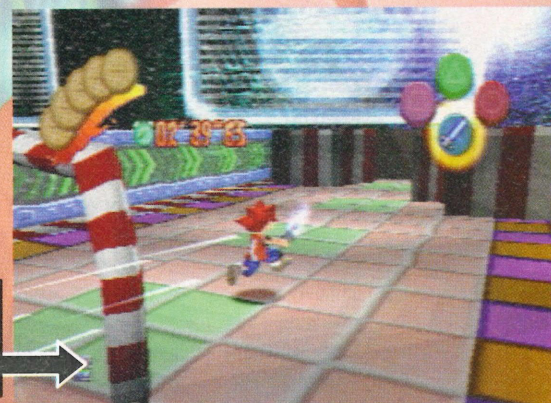
PREVIEW

# monkey mafia

**Fur Christ's sake!  
Hairy horrors  
run amok  
through history  
in the LSD-  
fuelled wonder  
that is Ape  
Escape!**



*Whip your light  
saber out and wave  
it in monkeys faces.  
Sounds like a good  
night in...*



**Y**ou might sit there, swimming in your own grease, thinking that rogue monkeys aren't exactly the greatest game villains. After all, they're not as scary as giant crabs

made from rice, are they? Well, you may have a point. But anyone who's ever been to the zoo and thrown a beef paste sandwich into the chimp enclosure will know that when it comes down to it, monkeys are evil, vicious, shit-kicking bastards of the highest order. They'd rip your leg off and beat you to death with the soggy end if







it meant an extra bite of your banana.

So imagine what would happen if a monkey got hold of a crackpot invention that gave him super intelligence. What if this super-monkey then raised an army of other chimps? What if this simian psycho-squadron then discovered a time travel machine and went nuts throughout history? We've seen Planet Of The Apes! It'll end up with Charlton Heston in a loincloth if we're not careful. Thankfully, a couple of plucky kids with big hair and a mad professor are on hand to track down the monkeys and put a stop to this, wait for it, Ape Escape.

To begin with, it's easy to pass this off as another 3D platform game squeezed from the same game-nozzle that gave us Spyro on one end of the Quality-Scale, and utter bum-gravy like Rascal on the other. But Ape Escape has a twist. It's designed for use with the Dual Shock joypad. Yeah, yeah, you say, every game these days gives



*Ape Escape could well be the finest platformer ever to grace the PlayStation!*

off a token jiggle, and lets you steer with those dinky little sticks. Aha, we retaliate, Ape Escape will only work with analogue pads. It's an essential part of the game, and those dinky sticks are used properly for the first time. Ever!

One analogue sticks controls your character, the other one operates the gadgets given to you by the professor. It takes a while to get used to, and can feel a bit like patting your head while rubbing your...well, you get the idea. Once mastered though, you'll wonder how you ever played games without it!

Your basic weapons are a net, for catching the squealing buggers, and a lightsaber style sword for twatting them senseless first - nice! As you go along, you collect even weirder gadgets to help out, including a marvellous Monkey



Radar that's incredibly funny, although we can't figure out why.

With huge levels, plus training areas to master the gadgets, this should outlast it's closest rivals, and the whole thing looks to have the sort of glorious polish and sheen that only Japan can provide. It may look like a game for kids, but this has the potential to be the finest platformer yet for the PlayStation, and if you let something like cartoony graphics and comedy monkeys put you off then you're an utter tit. Okay? Release: July 1999

*If you like catching animals and pinning them down...you'll love this!*



**R**ewind to 1992, and the scene in many Friday night living rooms was one of various pissed-up and monged-out revellers hammering away on a silly little spin-off racing game into the wee hours. The game was Mario Kart. The console was, well, let's not go there, eh?

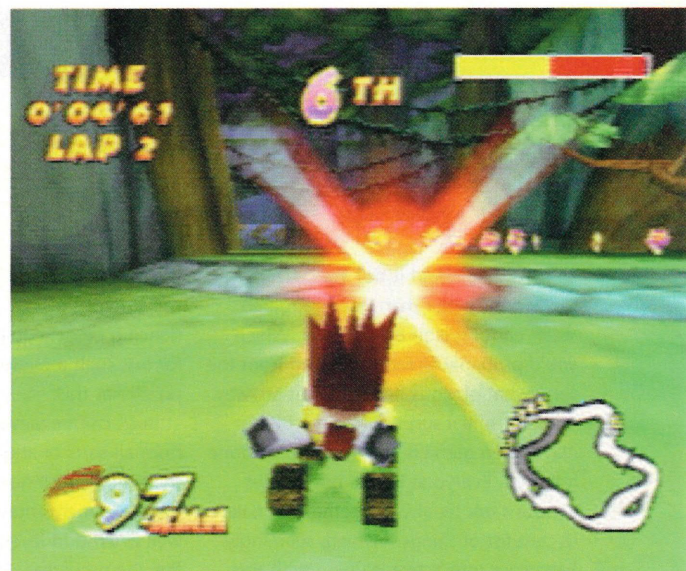
Yep, for many years even the most dedicated PlayStation fan has carried a torch for a game from The Dark Side. A simple racing game that earned itself a place in history for being basic, uncomplicated fun that anyone could play, regardless of chemical and alcoholic intoxication.

We may swoon at the glamour of Ridge Racer Type 4, and clench our buttocks tight at the drama of Metal Gear Solid, but deep down we have a



# BREAK out

PREVIEW



Expect bigger helmets than Darth Vader with a throbbing bell-end

burning need for an old fashioned, pick-up-and-play racer that lets you leather your mates without having to tweak the torque rate of the cam-shaft first. And we don't want to flush £99 down the bog on a Nintendo either. That game is here

and it's called Speed Freaks. Bow, you peasants, you're not worthy...

Choose from an array of surreal characters, all strapped into speedy

**'Deep down we still have a need for an old fashioned pick-up-and-play racer'**

buggys, and you'll be catapulted into a blindingly fast, incredibly stupid festival of fun. Collect shiny things to power your boosters! Smash crates to reveal nasty weapons, ideal for shafting friends and foes alike! Marvel at the acid-bright courses, designed with just enough frustration to

ensure a challenge, yet never letting go of the fact that this is a game designed to be played with friends, for a laugh.

Even in its early-ish, embryonic form it's become a fixture on the Pro telly, which bodes well for the final, finished game. If your after-booze activities revolve around the repeat of TFI Friday and failed attempts at drunken masturbation, then climb on to the rooftop and sing hallelujah. Your saviour has arrived. Welcome back.

Release: July 1999



PREVIEW

# Bugs Bunny

**Buck-toothed nerds of the world rejoice – your very own game hero's on his way...**

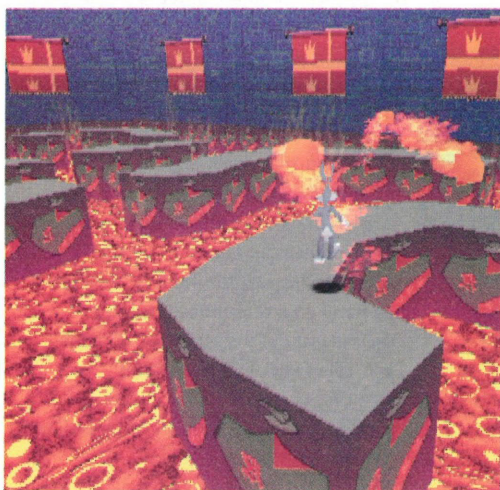
**S**o who could it be? Well, clearly, none other than goof-daggered cartoon icon Bugs Bunny. Which you'd probably already surmised from the somewhat obvious headline, but anyway. The only initial surprise about a BB PlayStation game is that no one has done it before. Everyone knows him and as cartoons go, he always seemed to make a decent fist of things – which, seemingly, Behaviour Interactive is doing with this "first ever interactive cartoon". First, eh? Hmm, okay.

The developers have scrapped the engine that drove that above average effort to start from scratch with what

they say is precisely the kind of singing, dancing beast required for just such a platform puzzler as this.

Bugs can be viewed from all sorts of angles thanks to the all new 360° degree camera rotation and, as well as 20-odd levels spread over five themed areas, animated cut scenes have been liberally used to ramp up the cartoon feel. In fact this cartoon feel is something they've striven particularly hard to achieve throughout, what with Warner Bros' tendency to get a bit prissy about the "spirit" of its Looney Tunes products. Which

**'Bugs Bunny Lost In Time should gleam like a slaphead in the sunshine'**



Ah, this'll be the "back in the days when rooms were full of molten lava for no apparent reason" period of time then, will it?



presumably explains why it knocked on the head a Bugs-in-a-meat-grinder section in an early version of the game. Shame.

The 'Lost in Time' part is the whole point of the game. As many a cartoon rabbit frequently does, Bugs has stumbled across and started up a time machine, which fires him into the Stone Age and, from there, various points in history right through to the obligatory "future". With publisher Infogrames in possession

of the license for the full Warner Bros.' monty, the goofy one is joined and thwarted by Yosemite Sam, Elmer Fudd, Daffy Duck and a bagful of more choons characters who Pro has, frankly, never heard of. But then, we're not eight years old.

A progressing level of difficulty involves more than just the increased trickiness of level design, but also mastering new moves for Bugs – up to 20 or so – as the game slips by. With work between now



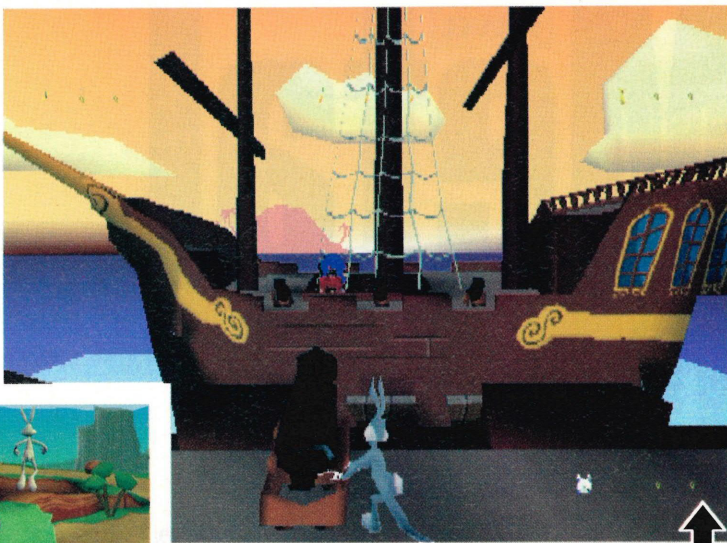
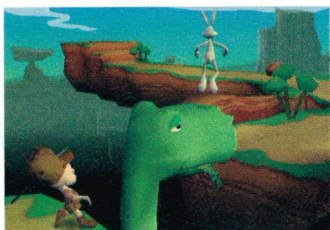
**trackrecord**

Developer: Behaviour Interactive  
Track record: Jersey Devil ★★  
Publisher: Infogrames

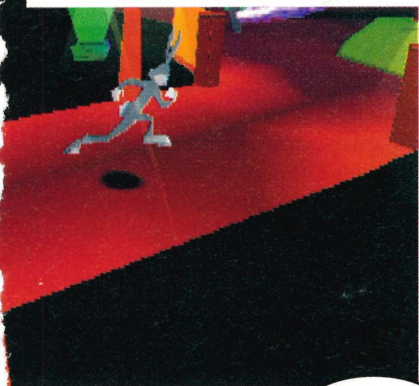


# my

## lost in time

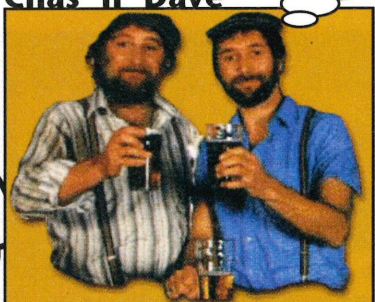


Yosemite Sam's slightly out of his normal territory. It's pathetic to analyse cartoons, isn't it?



Rabbit, rabbit, rabbit, rabbit

Chas 'n' Dave



The Bugs Bunny Faded Celebrity Fan Club Series (no. 1)

and its release date largely focused on polishing the graphics so that Warner doesn't whine, Bugs Bunny Lost In Time should gleam like a slaphead in the sunshine and, if the gameplay lives up to its promise, we're in for a carrot-crunching treat. Probably.

Released **June**

RING PIECE

# Naz

## floored

**A**rrogant Yorkshire scamp-cum fleet-footed boxing icon Prince Naseem will have to wait a bit longer for the next step of his immortalisation – the little tyke's boxing effort has been delayed until September.

Apparently developers Codemasters aren't too chuffed with what they've created, so've have gone back to the drawing board to have another crack at it. Bit disappointing really because Pro was quite looking forward to it, but it's par for the course for someone who spends longer on his entrance than he does in the ring.

Released **September**

THE **EVIL** OF  
VIDEOGAMES  
#2

Get pissed.  
Have a fight.  
Blame me.



Tut

I'm just  
soooooooooo  
good. I'm just  
soooooooooo late.





# Metal Gear Solid 2

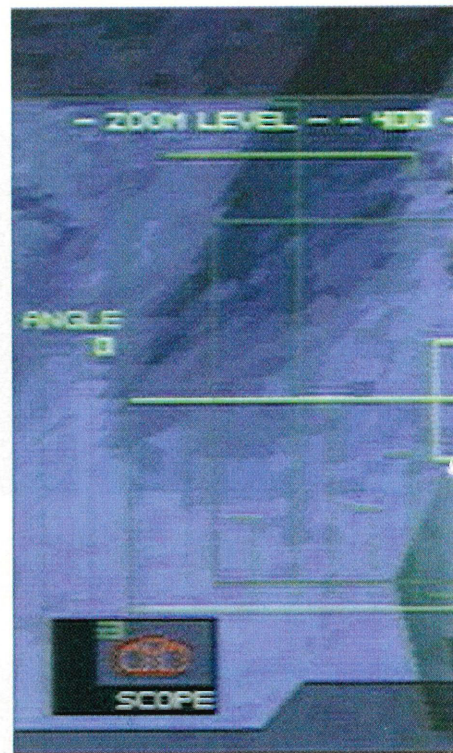
SEQUEL

**Metal Gear Solid Integral.**  
It really is a sequel. It is

If we had a packet of crisps for every time some mother funster asked us when Tekken 4 was coming out or when Lara Croft was going to don her elastic pants for another adventure, we'd be the lardiest fat bastards this side of the GM Buses canteen. As it is, we bring you breaking news on any game, whether it be a shat Japanese puzzle game or the latest blockbusting sequel and, when we heard rumours of a sequel (what already?) to the brilliant Metal Gear Solid, we were first in the queue. As always.

Okay, honesty time. It's not be a sequel as such (you knew that, didn't

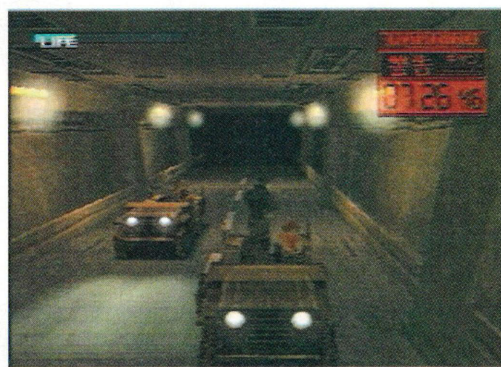
you?), but Metal Gear Solid Integral may be the version PlayStation owners were holding out for. Coming across more as an enhanced version of MGS, MGSI features loads of additions set to lengthen its appeal (as many of us were a tad pissed off with the meagre time it took to complete the game). The most useful feature in MGSI will be the ability



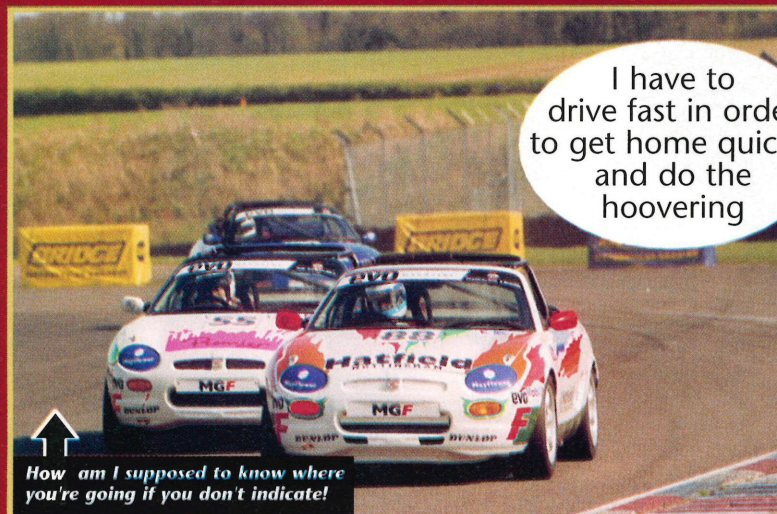
to move or attack from first-person view. There will also be additional missions which unlock when the game is completed, and 300 stages in the training mode. Frankly - and despite it being brilliant and all - it's everything we should have had a couple of months ago

As well as exploiting the dinky new PocketStation, it'll allow the bi-lingual nutters among us to switch between Japanese and English subtitles. Brits will have to wait a while to get MGSI, however. It doesn't come out in Japan until July, and considering the farce which surrounded converting the standard version, we'll be lucky to see it before the nights start closing in again. As to whether Konami will have the gall to ask for 40 notes for it, we'll have to wait and see.

Released **Autumn**



Lammy awakes to find she's a talentless tone deaf sheep. And you thought that was just Billie!



I have to drive fast in order to get home quickly and do the hoovering

How am I supposed to know where you're going if you don't indicate!



## Fast Le

PlayStation gaming is educational: official. That's the opinion of Katherine Legge, a PlayStation owning A-level student and - get your head round this - racing driver.

The 18 year-old brunette is in the middle of this year's MGF Cup race series, and spends her weekends tear-arsing around circuits the length and breadth of the country. But she'd





## SHOCKER

# Games make you kill people!

Do videogames really make you go nuts? Some people think so...



**W**ell, that's what they'd have you believe. Sony, Sega, Nintendo, Interplay and id Software have been named as defendants in a lawsuit being brought by the parents of three children murdered in a shooting spree at a school in Kentucky in 1997. The \$130 million action alleges that the lad who turned into a loon and started butchering people in class had honed his targeting skills playing videogames like Doom, Quake and Mortal Kombat (presumably he tried to turn some of his classmates into ice before ripping their spines out as well).

Little-seen cult movie, The Basketball Diaries, has also been named along with two pornographic websites. While it is Pro's opinion that this is absolute crap, if the court finds for the families and awards massive damages it could set a precedent over the kind of games we'll find ourselves playing. Companies will then have to watch what kind of games they release for fear of being hammered in courts around the world.

Anybody who has played Quake or Doom will know that it is ludicrous to suggest that you could practice shooting people with them. If it were that easy, would the Army not be sat on their arses playing videogames all day? What do you mean they are?

## arner

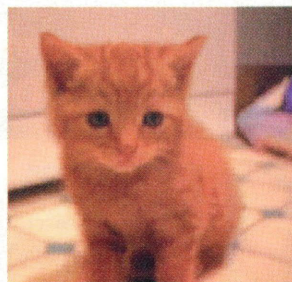
almost certainly have come a cropper at the splendidly named Thruxton if it wasn't for TOCA 2.

"Track time at racing circuits is limited and expensive," the real life Penelope Pitstop told Pro's roaming motor-racing correspondent. As I had never raced at Thruxton before I decided to practice on my PlayStation, and found that TOCA 2 was a great way to learn the track and racing line."

## Young bird goes on the game to gain experience

Katherine, whose ability to reverse her tiny MG into a parking space which even a combine harvester could comfortably fit into is unknown, now gets fully TOCA'd up before all her races. She's looking forward to using a similar learning technique later this year, when she intends to become the capital's most wanted car crime perpetrator following a lengthy spell on Grand Theft Auto London.

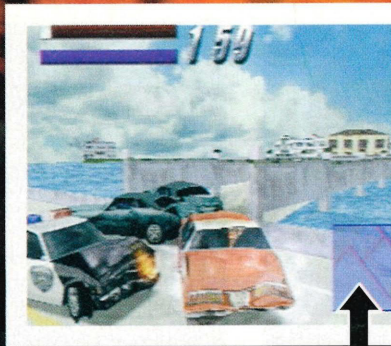
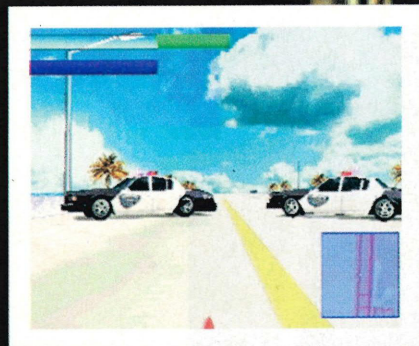
## Name that pussy Competition



**Y**es, we know that's a gratuitously poor headline but now you're this far you may as well have a go. Chicken, our editor, recently acquired two kittens and is bugged if he can come up with names for 'em, so what we want

you lot to do is to do that for him. Send your entries on a postcard or stuck down envelope to Chicken's cat compo, PlayStation Pro, Media House, Adlington Park, Macclesfield, SK10 4NP. The best names go to the cats and the supplier of 'em wins the Top Five PlayStation titles in next month's chart. Easy.





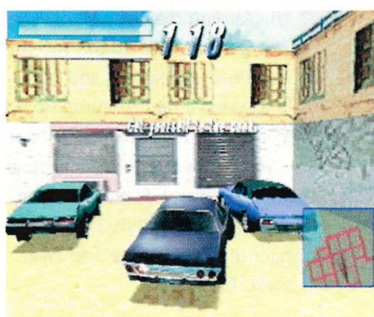
After the first couple of missions, this fine Starsky and Hutchesque motor will be yours to wrap around as many lampposts and cop cars as you wish



UPDATE

# Driver

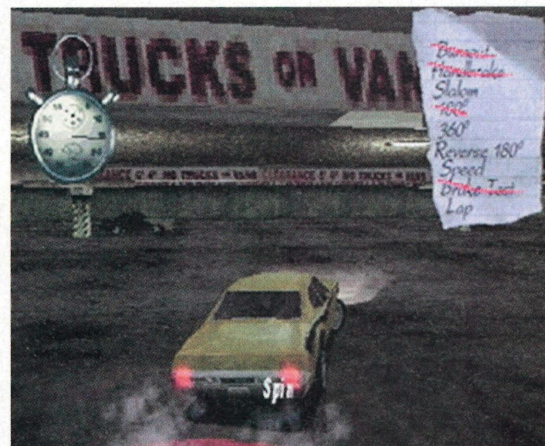
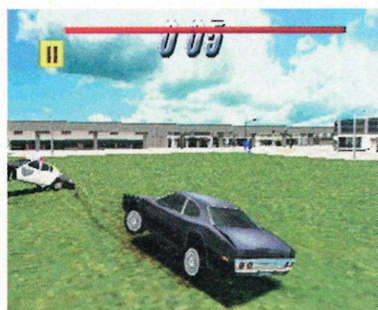
They seek it here, they seek it there – where the f\*ck is Driver?



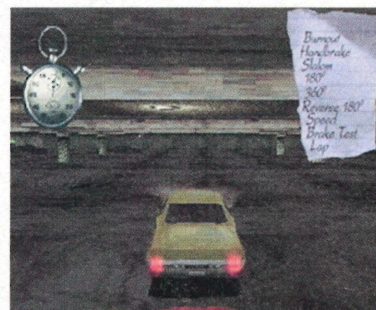
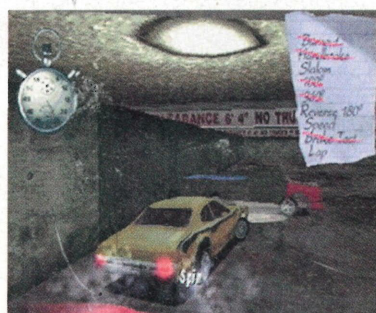
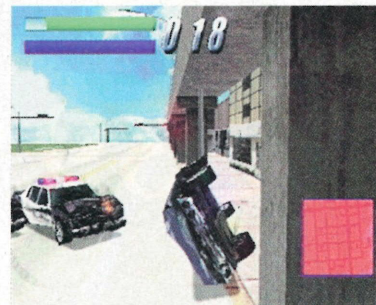
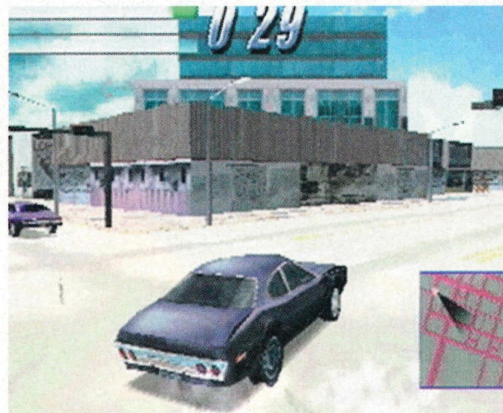
**T**hat bit at the beginning of Reservoir Dogs when the crims are running from the police, that's Driver. The opening title sequence for every American detective show from the 70s and 80s, that's Driver. Running the cops off the road, busting through empty barrels and cardboard boxes, and generally breaking the law on a mammoth scale, that's Salford.

It's the game we've all been waiting a very, very long time for and it promises to finally reach our dribbling chops at the end of June. So will it be worth the wait? Well, we've seen the game as it nears its





After losing the cops, it's time to relocate that tramp village permanently



final stage of completion, and it really looks the business. Driver is going to be big. There's never been anything like this experience ever before.

### vanishing point

Driver conjures up images of endless car chases and 70's chic action sequences, but we didn't really know what to expect in terms of game modes and features until now. What we've seen is a massive collection of missions, training modes, the ability to edit and rearrange your own replays, combined with some fine extra driving sub-games.

The driving games are shorter versions of the missions, plus there's a few fun arcade games slung in too. In Pursuit mode, you have to chase a car and run it off the road. Getaway mode reverses the process and puts a cop car on your tail. Cross Toon Checkpoint places flags around the city that have to be picked up in order to complete the mission. Trail Blazer is similar to Checkpoint, but scatters the flags around

a set route around the city packed closely together, so quick thinking and skillful braking are in order. The final Survival mode throws you in the deep

***'All the atmosphere of those all-American cop shows has been captured perfectly. Controlling these Yankee muscle cars is nail-tearingly exciting'***

end, putting five cops on your tail. The only way to survive is by losing all five by hook or more likely, crook.

It's impossible to describe how

exciting this game is looking. You can see that all the atmosphere of those all-American cop shows has been captured perfectly. Add to this the feeling that you really are controlling one of these big Yankee muscle cars, and the nail-tearing excitement of running from the whole Miami police force, and you've got one hell of a game. Be sure to keep your eyes on these pages for an imminent review. Released **June 25th**



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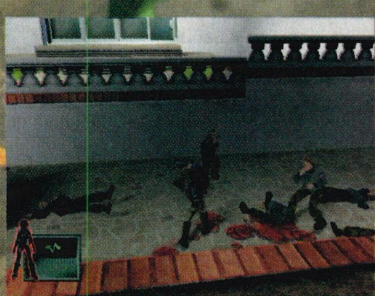
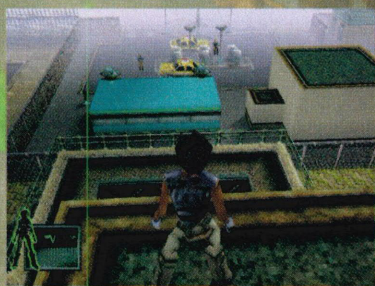
PREVIEW

# Urban Chaos

Scraps and adventures in a big strange city. It's The Famous Five gone 90's.



Looks like a prime place for setting a few tramps on fire



It's got to be any fun-loving criminal's dream. A whole city all to yourself, to go anywhere, do anything, nick whatever you like and whizz in the doorway of the rozzar shop. Too good to be true it might be, but with the PlayStation at your disposal it'll be an option from the summer when Urban Chaos blasts in. The futuristic jive of new developer Mucky Foot Production's first PlayStation effort is based around scraps and conflict. Or chaos, if you like. Of the urban

variety. With a full, living, breathing city programmed into the game - right down to tiny details such as filthy, littered streets (so it's based on Bristol then), the idea is to give players as much freedom as technically possible to explore buildings, rooftops and wherever else they bloody well please. So that's one thing - the adventure-y bit. Another aspect the developers are crowing about is the scrapping itself. As one bloke from Mucky Foot, whose name

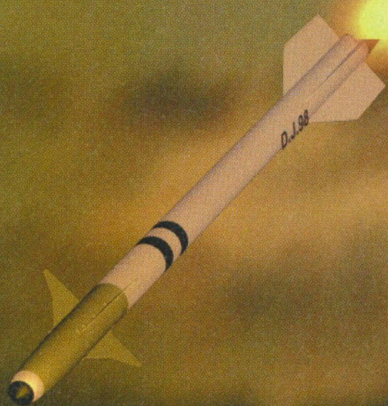
escapes us, said: "The smooth realistic animation of characters takes the art of fighting to a new level, with hand to hand combat against multiple adversaries in a full platform environment." Which sounds really good, and, for now, is all the information you're going to get. As to the exact way in which Urban Chaos will unfold and the integral plot Pro is busy uncovering more news and will bring it - cue fanfare - very soon. Released June



NEW GAME

# The Eagle Has Landed

**Gooooo Morrrrrning Kosovo!  
Now you can take out your own  
military dictator in Eagle One**



**A**re you desperate to join in the NATO shit-kicking contest against Slobodan Gettingblownupovic, but don't want to get caught up in a nuclear winter? You'd love to dish out retribution for mass graves and ethnic cleansing, but get air-sick on the top deck of a No.59

– then Eagle One's for you! It's an arcade-style flight-sim concentrating more on dog-fighting rather than tedious flight physics, with a plot that's nothing more than a paper-thin

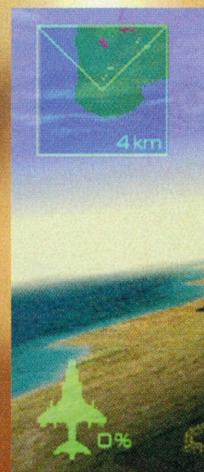
*'It's a shit-kicking contest against Slobodan Gettingblownupovic'*

excuse to blow the crap out of Eastern Europeans.

It's your task to lead a bloodthirsty strike force to victory in a sturdy Harrier jump jet. There'll be many varied missions, from the liberating of towns and flying through active volcanoes to mid-air rescues. You'll even get the chance to steal and then fly top-secret 'black project'

superplanes and helicopters.

Two player dogfights and co-operative missions are all stuffed inside, with a tough training schedule to hone your piloting skills, so you won't have to eject over enemy lines and be dragged naked through Belgrade and paraded about strapped to a tank in a Third World shithole. Released **September**





**FIRST PLAY**

# Well spoke-n

~~No Friends Fly Fishing. No Nads Llama Trekking -~~  
**No Fear Downhill Mountain Biking - result!**

**O**nly slightly less hairy than a builder's arse, No Fear Downhill Mountain Biking has been flaunting its pert wares shamelessly in our face like a paralytic lapdancer - until now. Yes, Pro's got itself a near-finished copy and already it's proving to be the hottest thing on two wheels since some geek's spaz chariot caught fire. After a wheel fell off it.

Bombing down 24 tracks of dirt, sand and tarmac in 11 countries with everything from single player championships to multiplayer tournaments and duels should be enough to satisfy the hardcore. Up to four players can send themselves saddle sore, becoming victorious in a 'winner-stays-on' fashion or through a soccer-style 'home and away' points-scoring system. Which should take care of the rest of us.

If plain old racing sounds a tad tedious, things can be spiced up by attempting one of nine nifty tricks, either on the way down the course or on one of the special trick tracks, opened only by completing the first championship. Simply master the button combination,



*When you're knackered and covered in shite, you don't need camp spectators*

time the trick right and you'll be hammering out 360s and wheelies before you know it. It's the safest way to

**'Up to four players can send themselves saddle-sore in the winner-stays-on'**

pose about on a bike without a protective box...

With the exception of the oh-dear-Jesus Courier Crisis, it's the first PlayStation effort to plant our arses on a bike, delivering masses of realistically tricky handling. This means that making use of accelerator and brake buttons as well

as the D-pad is a bit of an arse, but it does become easier. Although anyone who's tried smoking 40 Bensons before pedalling up a four-one will be familiar with the wheeziness such nonsensical behaviour brings about, and cyclists can conk out due to lack of energy if treated like pedal-pushing robots. The unique handlebar viewpoint has an interesting take on this, the rider panting like a Swedish porn star when fatigue begins to hit.

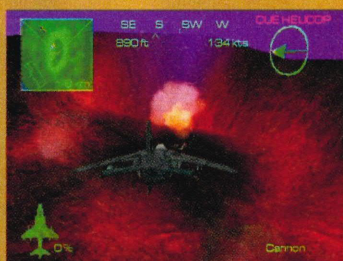
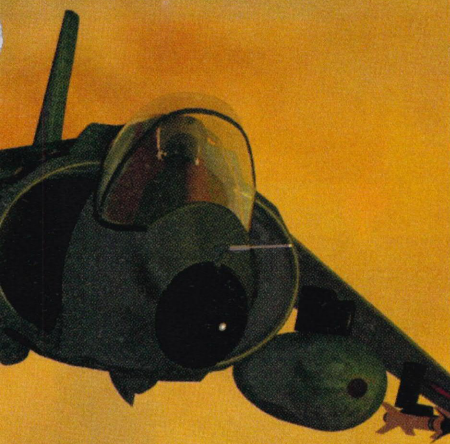
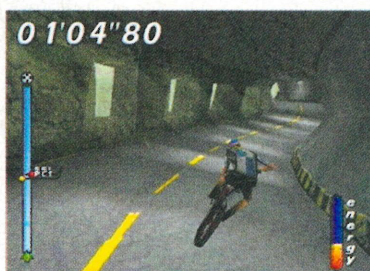
Changing the bike's properties also helps in the quest for success. By playing the championship mode, players can earn themselves new goodies for their bike, such as terrain-specific tyres, lighter frames and super-powerful brakes, all of which come in very handy in the later (and more challenging) tracks.

No Fear is currently being buffed like an old bloke's todge in a backstreet massage parlour, with graphics polished, frame rates increased, AI and bike handling improved, as well as one or two bonus features bunged in for good measure. It's already looking pretty tasty, so be prepared to have to change your cycling shorts when it finally hits.

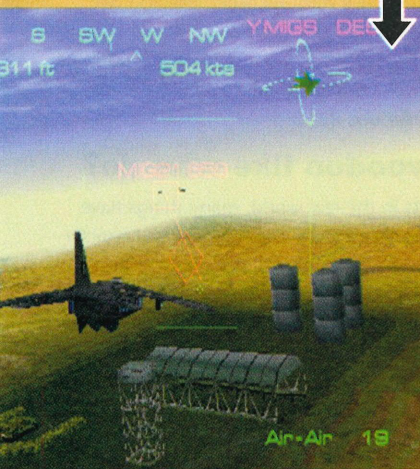
Released **July**



*Land from this height and the knife-edge cycle seat will definitely cleave your buttocks in two*



*Deliver your massive payload over unsuspecting victims. Just like Saturday night's curry then?*





# Shadow Man

PREVIEW



**Rotting its way from the comic books comes a voodoo warrior, a zombie slave and a down right cool bastard**

**T**hink Lara Croft without the mammaries, lost in a dark and brooding New Orleans and you're still nowhere near to the blackened heart of this game. Comparing Shadow Man to the pert one's adventures should come as no surprise though, since Tomb

been seen. There are no levels, just one huge enviroment to work your way through. Progress only being denied if you don't have the right kit to continue. The games designers realise that while your fighting the forces of darkness in a free-roaming world, it would help if you

*'These serial nutcases are based on true life psychopaths, so don't be surprised if you trip over furniture made out of human flesh'*

Raider's Creative Manager, Guy Miller, is responsible for the game's grisly plot.

## stickin' pins in lara

As Lara's many frothing fans will testify, this guy knows a thing or two about game design, and with Shadow Man, things haven't just got big and better, they've become bitter and twisted, they're being taken to the next level of gaming action.

Shadow Man is an attempt to give the player the most versatile game character that has ever

could use both hands. With Shadow Man, you can open a door with one clammy mitt, while pumping lead at the bad guys with the other. Holding two seperate objects will allow you to double up your firepower, use items seperatly or even combine them to create a whole new and deadlier toy.

## voodoo like who do?

As in the real world, many things have more than one use. Working out exactly what that is can unlock many of the game's hidden features or allow you to explore new and vital areas.

The game's story has been written







from scratch. A bunch of the world's most notorious serial killers are back from the dead and are stalking the seedier areas of New Orleans.

Being the only Voodoo warrior/hitman around, it's your job to stop them before they make way for Hell on Earth - a fair task in anyone's book. You can track them down by finding clues varying from FBI case files to the mutilated bodies of the killer's victims. These serial nut cases are all based on true life psychopaths, so don't be surprised if you're running around a apartment block and trip over furniture made of twisted human flesh. That's just Ed Gein's way of saying he's back, having inspired top splatter movies Psycho and The Texas Chainsaw Massacre. Oh yes, it's going to be sick, sick, sick.

Shadow Man is currently being tweaked and prodded to make sure the gorey balance is just right. We'll bring you more news in all its crimson glory, as it breaks, snaps and oozes.

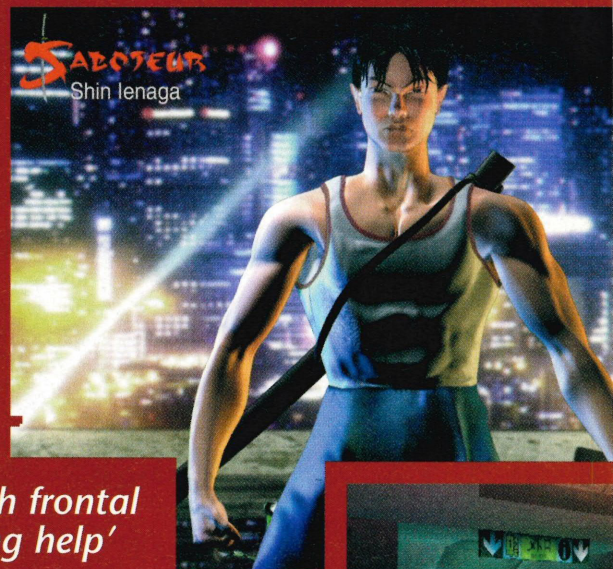
Release **End of 1999**

# Saboteur

Who really wears the pants in the Eidos house?

It's been waiting silently in the wings hardly moving a muscle. In fact, news on Saboteur has been so sparse there were serious doubts whether Eidos would be able to combine intelligent Tomb Raider type play with full-on 3D fighting, that Tekken'd be happy to tango with. But after nearly a year in the wilderness this silent assassin has started making new rumblings.

The hero's Shin Ienaga, who's hell bent on bringing down the Japanese G.E.N.E. Corporation after they kidnapped his kid sister, and he's helped along by his trusty dog Shiro. This Ninjitsu expert goes after the nonces and grants you complete ass-snapping control through 20 levels of pain with a variety of different weapons and a healthy pinch of magic. It's very reminiscent Shadow Dancer, from the Shinobi family,

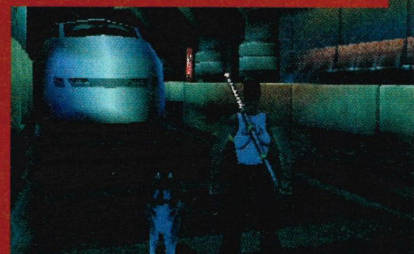
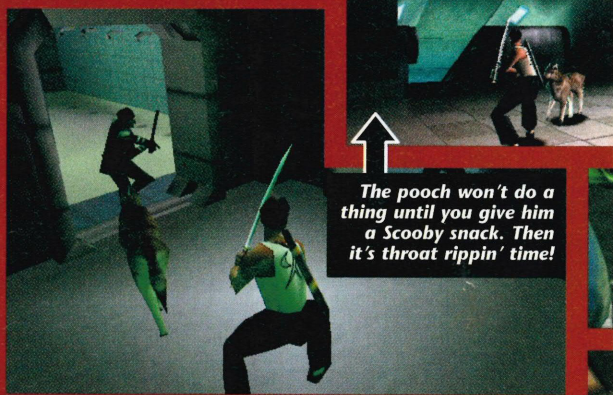
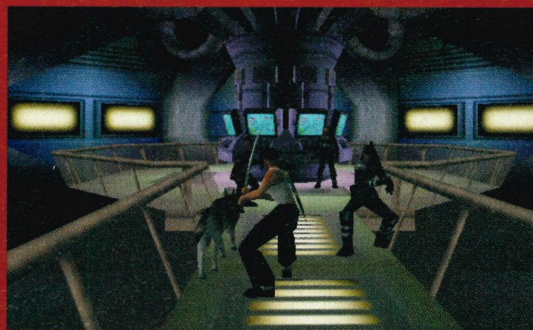


*'Wonder mutt Shiro chips in with frontal fang attacks and puzzle solving help'*

with wonder mutt Shiro chipping in with frontal fang attacks on order, or simply helping Shin solve puzzles by fetching out of reach objects.

It isn't likely to be full of big knorks and wagging arses, but if Eidos manage the promised multiple opponents with sophisticated AI that learns and anticipates your attacking moves, bone-cracking motion-capture, flashy hi-res graphics and a running speed of 30 frames per second, it could well provide the rapidly tiring 3D adventure genre with the booster jab it needs.

Released **October**





UPDATE

# V-Rally 2

**Screaming round a hair-pin, racking through the gears. Nah, this track's bollocks, let's build another one!**

**S**o you think you can beat any track on any rally game? Well, heads up speed freaks, cos if you're not tickled purple with the 92 tracks already in V-Rally 2, you're free to let your racing fantasies loose on its lip-smacking track editor.

Even if you're desperate for just one ounce of creativity, you'll still be able to create tracks that fire your imagination thanks to the idiot-proof controls. Totally fresh tracks can be brought to life before you can say "what's an editor?"

## **what's an editor?**

At its most basic level, V-Rally 2 generates a fresh track, which you can





then take a spin around in a vehicle of your choice. If there's anything about the selected course that fails to cream your biscuit, you can tweak it till your

even decorate your creation with a greater variety of trackside features than are available in the game itself.

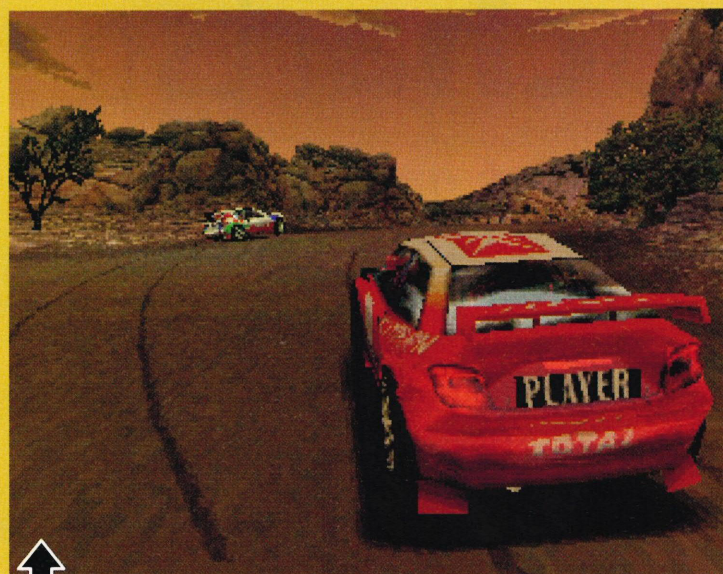
Your completed track can be saved

**'If a course fails to cream your biscuit, you can tweak it till your thumbs bleed and then race until the dawn punctures your retinas'**

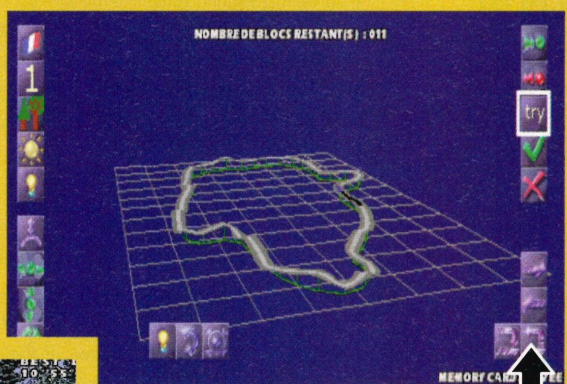
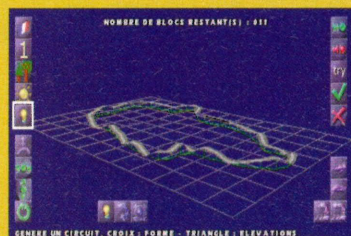
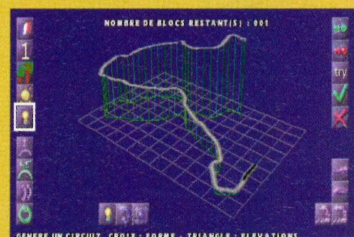
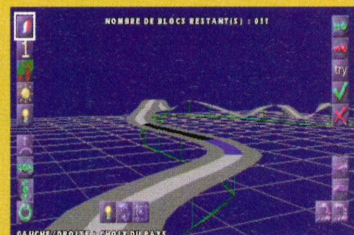
thumbs bleed and then race until the dawn punctures your retinas.

Building tracks from dirt is set to be 'une piece de piss' (as our Gallic friends wouldn't say). Just lay down a straight line and bend it, twist it and get jiggy till everything gleams. If you feel that the hills resemble Kate Moss' bee stings, then pump 'em up. You can

to memory card and placed seamlessly into the existing V-Rally Trophy competition. Mix all these options with current rumours of extra tracks and cars released on data disks, and the possibilities are mind blowing. All in all, VR2's editor is looking tastier than a chocolate dipped porn-princess. Released **June**



**If you're finding yourself falling behind, throw in a blind-curve to scupper the opposition**



**You can automatically kit out a basic track in the style of any country you fancy. Smart!**





# ↓charts↑

## full price games

1	Ridge Racer Type 4	NEW	£39.99
2	Metal Gear Solid	↓	£34.99
3	Rugrats	↓	£34.99
4	UEFA Champions League	NEW	£39.99
5	Monaco Grand Prix	NEW	£39.99
6	Civilization II	NEW	£39.99
7	Knockout Kings	↑	£39.99
8	FIFA '99	↓	£29.99
9	A Bug's Life	NEW	£39.99
10	Premier Manager '99	↓	£39.99
11	4 PlayStation Megapack	↓	£44.99
12	C&C Retaliation	↑	£39.99
13	Tomb Raider 3	↔↔	£44.99
14	Gran Turismo	↓	£44.99
15	NFS: Challenge	NEW	£39.99
16	Toca 2	↑	£44.99
17	KKND Krossfire	↓	£29.99
18	Resident Evil 2	↑	£39.99
19	Spyro The Dragon	↓	£29.99
20	Gex: Deep Cover Gecko	NEW	£29.99

## budget price games

1	Crash Bandicoot 2	NEW	£19.99
2	Grand Theft Auto	↔↔	£19.99
3	Tomb Raider 2	↓	£19.99
4	Jonah Lomu Rugby	↑	£19.99
5	Duke Nukem TTK	↑	£19.99
6	Premier Manager '98	NEW	£19.99
7	Cool Boarders 2	NEW	£19.99
8	Actua Golf 3	NEW	£19.99
9	Rayman	↑	£19.99
10	Resident Evil	↔↔	£19.99

in association with

GAME

## stoppress

**Blockbuster Video** are currently offering 10% off selected game purchases, providing you rent them out first! The scheme is designed to save you dosh, and make sure the wonga you do dish out is safely spent. Basically if you rent one of the games in the selection for that week, then decide to buy it – and do so within a month of your original hire period, they'll refund the rental fee. Bonus! It's a small one, but - Bonus!

**3Xtreme** is the latest 989 studios (formally SCEA) title to be readied for release in the States. With the un-extreme predecessor creating less than a bottom burp of excitement 989 have decided to focus on just three events - skateboarding, inline skating and mountain biking - so they can really go to town with their new 3D engine. Top rad sports dudes Andy MacDonald and Dave Mirra have been busy motion capturing and acting as advisors, so X-pect a big time improvement to the pantaloan stain that was 2Xtreme sometime soon. **Eidos has been** showing its spending power by snapping up new development studio Free Radical Design. The studio's staff are largely made of the exact same boffs responsible for the unbelievable GoldenEye and they'll be beaver away for the Tomb Raider titans on a huge list of new products. Let's hope they see the light of day before PlayStation 2 arrives. **Meanwhile an autumn release** is being pencilled in for Fighting Force 2. The strolling back breaker has been overhauled and is sounding more exciting than an evening with a blood-soaked Bwitched and a hungry lion. Stealth elements are to be introduced to the gameplay as are gravity effects – producing a certain saggy clothing and hair look at specific locations. Loads more moves and flashy hi-res graphics play their part in upping the quality of this royal rumble sequel too. **Activision have confirmed** a Vigilante 8 sequel is on its way. It'll be called Vigilant 8: Second Offense and could well be joined by Nightmare Creatures 2 sometime this summer. They also look like going head-to-head with THQ's Shao Lin after news of their own monk mangler was leaked on the net. It too is set to offer a four way ruck via the use of a multi-tap and is apparently to get an exclusive soundtrack from none other than the infamous Wu-Tang Clan, though we're hoping the proposed name Wu-Tang: Shaolin Style is just a filthy pile of

rumour stink. 'Cause it's shit. **Battle Arena Toshinden** is set for a classy re-birth following a recent announcement. Apparently the senior PlayStation scrapper is ready to reach a new level of excellence, though the details were very sketchy. Basically, it's sounding like the original game engine has been dumped and a new pugilist play system is being worked on as you read this. Sounds interesting, but we reckon Namco will be laughing their collective balls off right now. **Cutesy firebreathing** lizard boy Spyro will be winging his way through a sequel in time for a November lift off. In a ploy designed to glean you of all income, it's launch has been timed to coincide with the Platinum release of the original, so as soon as you can afford the purple pyromaniac's debut, the sequel hits the shelves. The penny pinching bastards! **Despite filling Japanese** stores with 60, 000 PocketStations, Sony's stocks have apparently run dry. The Land Of The Rising Sun is still the only place on Earth where they've officially gone on sale – and they're scarcer than a good gag on TFI Friday. Sony are sure to meet the high demands which will hopefully trigger an earlier PAL territory launch. **In Tokyo** Capcom officially announced that the latest game from the Bio Hazard/Resident Evil series will be called called Bio Hazard 3: Last Escape, and it should appear early next year on your current PlayStation machines. Unless the bloody thing slips of course. We'll let you know more info as it is revealed. **The Final Fantasy collection** which includes FFIV, V and VI has been selling a storm in Japan and is set for a US release – which could mean it'll be making an appearance over here as well. It'll go under the name of FF Anthology in the States, but won't include FFIV. As always, we'll keep you posted. **Dreamcast exclusive** beat 'em up Power Stone will make it onto our fave mean machine in either a 'Championship Edition' or as a true sequel. Sources would suggest the latter is the favourite, but whether they decide in time to get the bugger on the current machine remains to be seen. **And finally**, GT Interactive have admitted that another Oddworld title is under way. The hero character this time is a green guy named Munch, and he'll be undertaking his own Oddyssey next year... sadly only on PlayStation 2. Fingers crossed that it's all a terrible lie people - we'll know more after the Electronic Entertainment Expo in Los Angeles...





FIRST LOOK

# tanked up

**Don't want to get squashed in a metal box with two other nutters as Russian weapons rain down on you? Sorry, Tanktics ain't gonna save you**

**trackrecord**  
Developer: DMA Design  
Track Record: Grand Theft Auto ★★☆☆  
Publisher: Gremlin

**Y**ou know the score. You get a real-time strategy game like Command & Conquer and play it for hours on end. It drives you mental with frustration – you scream, you cry – and then end up with a never ending supply of Valium prescribed by your ever-obliging doc.

Nice idea then to take the genre, turn it upside down and give it a shake, just to give gamers (that's you) something to smile about. You'll be familiar with Grand Theft Auto (it's on this month's cover for God's sake), well Tanktics comes straight from the same DMA Design stable. It would appear that they're breeding programmers with a sense of humour up there in Dundee (this could be quite a dangerous thing when mixed in with the usual computer geek's Queen and Iron Maiden CDs – Ed).

What you'll get for your money is a real-time-strategy game where (obviously) you have to control tanks in an attempt to either complete the one-

player missions or piss your mate off by wiping the floor with him.

Where it differs from your average C&C: Red Alert is that while you still have to carefully manage resources in order to amass your forces, you don't have to mine ore or anything daft like that. No, DMA's twist is that you can put any old shit in the blender and bits of

*'DMA's twist is that you can put any old shit in the blender and bits of tank will fly out'*

tank will fly out. Anything in the world can be pulled up and used and you can have up to eight million variations on your final machine of fiery doom. You might want to stick an extra couple of engines on there to make it go faster, or maybe that extra large gun you've been saving could come in handy.

Tanktics is set across four wildly differing eras, which dramatically affect what kind of tank you're going to end up controlling. Stone Age tanks are

made of lumps of rock and are slow, but powerful. Medieval tanks are made up like castles, modern tanks look like they've come straight out of Kosovo, while the future tanks are packing some serious Star Wars style firepower.

Stick Tanktics in multi-player (and you can have up to four people with two serial linked PlayStations playing split-screen) and you can mix and match parts from different eras which throws up a whole world of new problems – you don't want to get your wooden tanks caught up near a raging fire created by a futuristic version or it'll be burn, baby burn.

Set for a release in late summer, this is potentially a big PlayStation hit and we'll be following its progress over the next couples of issues.

Released **September**





PREVIEW

# Evil Zone

A right Tekken shit-kicker or a fistful of stinking Sushi?



That's what you get for looking up skirts. Christ, and I thought Japan was a free country

**P**sychothopathic satanists of the inverted pentangle, priestess wizards kissing their enemies to death, proud warriors with magic pianos and sword-wielding 14-year old schoolgirls. Yes, the Japs are here with another exploding fist fantasy epic, and fans of sword and beat'em-up action are likely to be far from disappointed.

The Japanese beat'em-up Eratzvaju (Evil Zone over here) has already sold over 150,000 copies since its release overseas,

and looks like it may be one of the first beat'em-ups to blend Manga film bizzaro plotlines with hardcore fighting events.

Players will be able to choose from five male and five female fighters, including

classic Manga-style characters, plus a good few twisted mercenaries thrown in for the sake of fun. A bulging sack full of comedy cartoon weapons will be in the game, with skills such as invisibility, multiple fighters, plenty of laser beamage and fireball action, and all this



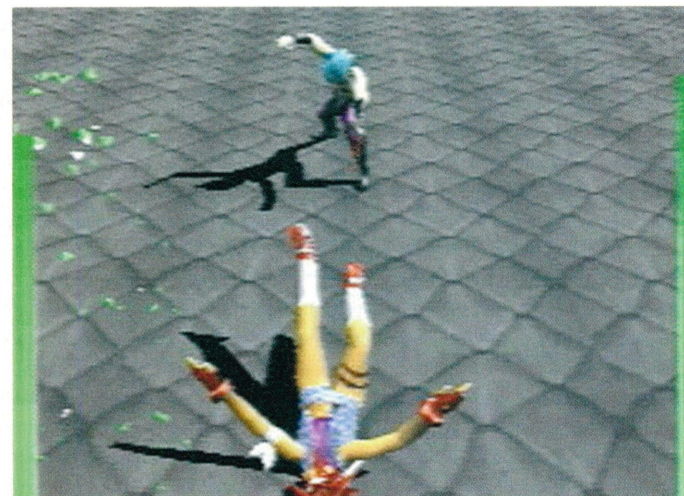
Are they supposed to look flat, or was the "toy" idea put forward by an artist who couldn't draw?



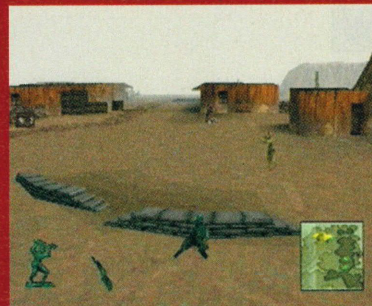
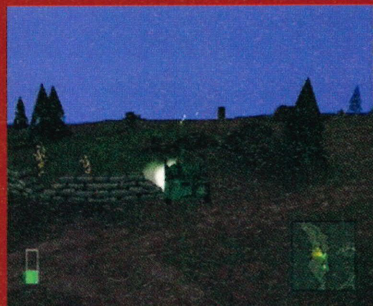
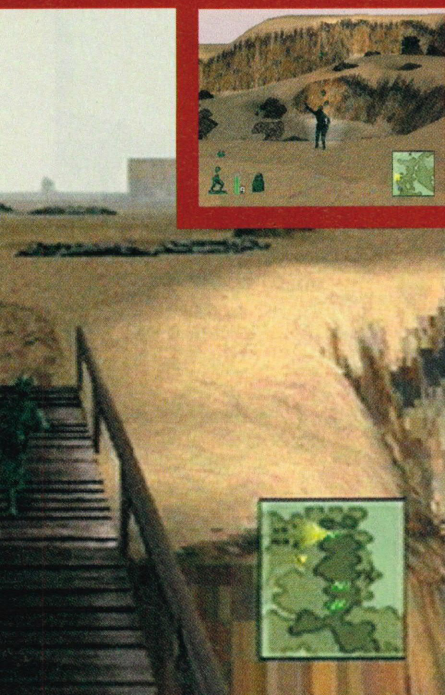
Japanimania will take place in 11 different environments.

## devil's juice

Evil Zone's story is as bizarre as the action within. A powerful being capable of existing in multiple dimensions, Ihadurka, threatened the people of Kumi Island. The inhabitants of the island fought a lengthy battle to capture







Johnny was alarmed to find his urine gave off a vibrant yellow glow

# Army men

FIRST PLAY

**Toy soldiers, real bullets and the smell of burning plastic**

**I**t all sounds a bit wanky at first. Plastic soldiers have come to life and are engaged in a surreal version of the traditional battle of green versus tan. Despite sounding like a sad kiddie effort though, Army Men has gone down a treat in the States thanks to a simple, involving style of gameplay and intelligent, mission based structure. Unusual that eh? – army men "going down" well...

There is a story and it *is* pathetic, but the game itself is action all the way. Played from the perspective of a

do-or-die squad leader – you know the sort, shouts a lot, makes the grunts clean the toilet with a toothbrush and almost always sports women's underwear beneath his fatigues – it's a case of wasting the enemy in any way possible en route to glory.

There are a number of ways open to you, the obvious is with a rifle – the stock weapon – with grenades, bazookas and flamethrowers left handily around

the war-ravaged landscape for utilisation. Then there's the typical army vehicles – tank... jeep... lorry – into which the soldier can clamber and use to either mow down the enemy in

*'You know the sort, shouts a lot, makes grunts clean the toilet with a toothbrush, wears women's underwear'*

vastly amusing fashion or by using the front mounted weapons.

Strategy comes into it, with trusty troops only too happy to hammer into

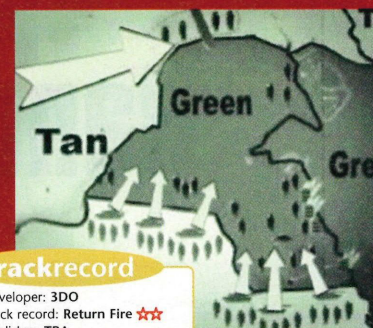
battle and be met with a face full of bullets, or to stand their ground and defend whatever spot you think is worth defending.

Army Men should provide an honest, not-too-serious battle game with plenty of action, which includes a frantic two-player split screen blast, and on that score it's set to be a roaring success. Just don't think of it as a game of toy soldiers, because that's for soft twats who've never had a fight.

Released **Autumn**

trackrecord

Developer: 3DO  
Track record: Return Fire ★★  
Publisher: TBA

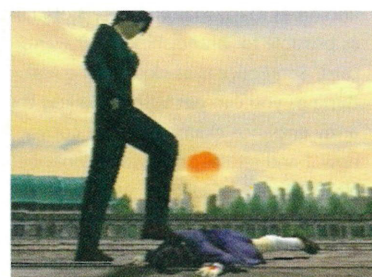
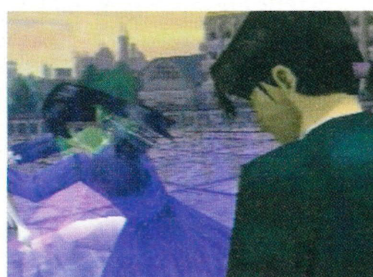


**Check out my magic starfish, you Lord of darkness son of a satanist psychopath. Oh, it's like that then?**

Ihadurka. After many casualties, she was caught and temporarily imprisoned within the darkest regions of the Evil Zone, but the danger is not over. Now, a tournament is held to select the mightiest warrior to fight the evil Ihadurka. Each warrior has his or her reasons for taking out their anger on Ihadurka, plus a healthy desire to win a trophy for above the telly.

A handy story mode takes players through the tournament, and after defeating opponents, players witness the characters linking the fights together with short animated sequences and dialogue. The actual fighting looks a little Bushidoesque, with plenty of flashing blades in the mix, but Evil Zone is packed with enough original ideas and lightning-fast action to make an impression when it comes over here. Released **June**

*'One of the first beat'em-ups to blend Manga film bizzaro plotlines with a hardcore fighting event'*

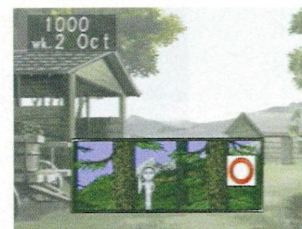




PREVIEW

# Monster Rancher

See that ugly monster over there? That's Paul McCartney's Flaming Pie



**T**he scene opens on a mysterious lab, next to a suspicious looking farm. Several Japanese scientists mill about a complicated looking machine. "CD player", Mr. Tamagotchi shouts to his assistant. The CD player bursts into life.

"Complicated monster generator thingy", he shouts to his assistant again. The huge complicated machine thingy revs up. "House Anthems 1989", he shouts again. The scientists stand back as the CD

plays. The noise generated by The Wee Papa Girl Rappers weaves its way through Mr. Tamagotchi's machine, coming together in the form of a huge,

bizarre, yet also brilliant, new PlayStation game.

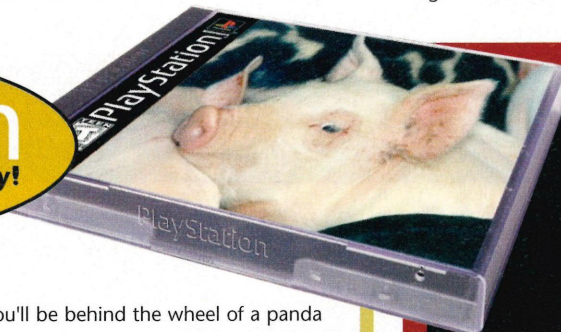
The idea behind Monster Rancher is simple. No, actually it's not at all. The

*'An ugly yellow blob leers at the scientist. A disturbed nightmare? No, it's just those crazy Japs, at it again'*

ugly, yellow blob with a single eye that leers at the scientists. Is this the disturbing product of a hangover nightmare? No, it's just those crazy Japs, at it again with Monster Rancher, a truly

closest thing you can compare it to is those little Tamagotchi monsters that little'uns used to have hanging from their baseball caps. Monster Rancher lets you create your own monster, which you can

**gameon**  
It's coming soon, really!



## Sim Police

**W**e've simmed a city and in generations past we've even

simmed farms and ants. Now it's time to move marginally back up the food chain and step into the shoes of a real boss hog.

Police... camera... total lack of action - it's exactly like the real thing!

Beginning as a humble beat bobby the player must hone his "offensive" skills to prove his worth to the Sarge. Threaten harmless teenagers, demand that homeless people move on and remember - never fail to pat your night-stick menacingly when a lone female passes you on a deserted street in the dead of night.

Do this well and in no time at all

**Oink**

you'll be behind the wheel of a panda car. Stop young people in nice cars. Stop cars full of ladies and make suggestive comments about the whereabouts of their husbands but

DO NOT, under any circumstances, give chase to anyone suspected of committing a real crime. And in the unlikely event that you find yourself

working on your own, never, EVER say boo to a goose.

With exciting sub-games based on building up your snooker skills and finding as many inappropriate situations as possible for brandishing your warrant card, Sim Police is as close to the real thing as you can get without failing the army entrance exam. Get your copy now... and let the crimewave continue!

**Next Month: Capcom vs The Fire Brigade XL3**



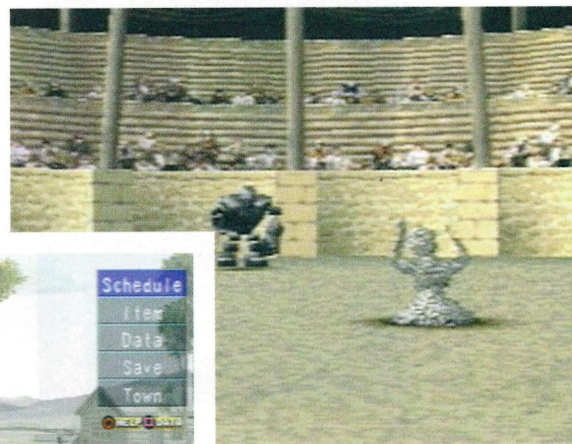
Looking incredibly lush, *wipEout 3* should be the *Gran Turismo* of futuristic racers, with cutting edge music tracks complimenting the hi-res images







**Chicken's Dutch Trance monster flops happily around the farm, as though he's higher than the sky itself**



**Prodigy monster looks a bit like Keith Flint after a night of fire-starting. Come on then, smack me bitch up**

feed up, train and fight against other made up monsters. You can choose your monster from a selection of set types, or (and here's the weird bit) you can slap your fave music CD in the PlayStation and turn that into a unique monster of your own.

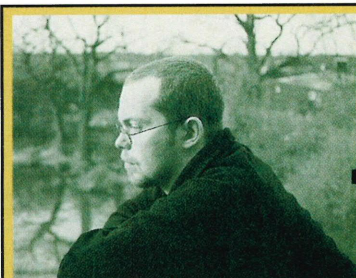
The action takes place in a mythical Japanese village, where in true RPG style, you'll have to familiarise yourself with the inhabitants before any monster business can take place. Once acquainted with the primary characters, it's down to the shrine to muster up a monster.

After placing a music CD in the PlayStation, the game reads the first part of the disc and attempts to get an idea of what kind of music it is. A monster is then created in the fashion of this style (so, for example, Prodigy's Music For the Jilted Generation is a big, angry Golem – as you'd expect). This monster can then be fed, trained up and pitted against other musical myths.

It may seem like the oddest banana in the bunch, but Monster Rancher has a hell of a lot going for it. Just think back to the ridiculous popularity of

Tamagotchis and you'll understand that you're about to witness the birth of a PlayStation phenomenon.

Released **TBA**



## Paul McNally thinks you're being ripped off... as usual

**A**fter harping on about the high price of games last month, there's a hidden cost that you lot probably know nothing about, that's starting to get on my nerves just as much.

These days, whenever a big game hits the shelves it's normally accompanied by some kind of Official Guide Book costing at least a tenner. Thing is, you never had to buy one of these glossy tomes before, unless you were desperate, because you knew that magazines like Pro would come to your rescue with an in-depth player's guide to help you out – it's expected of us.

What about this then... what if these companies with the surefire definite-hit games decided that by giving you the guide we were in fact causing them to lose profits because they weren't selling as many copies of their book as possible? So what if they decided to try and stop us printing them by threatening us with all manner of copyright infringements for using screenshots and images? That would be shit wouldn't it? For everybody involved.

The videogames industry is being choked by this kind of greed, and bottom line it's young people and parents with kids who are once again being ripped off hand-over-fist by marketing men screwing out even more money from already huge games. These same companies aren't bothered when we use their artwork and screenshots to give their game 90% and a six page preview. They need us then. They love us then. But at the first sign of a few quid, they'll shaft anybody, and that unfortunately includes you. Makes you sick doesn't it?

[chicken@idg.co.uk](mailto:chicken@idg.co.uk)



### FIRST LOOK

# wipeout 3

**Clench those cheeks and get ready for a whole new wipeout**

**N**ews of the third instalment of the post club favourite that began the PlayStation gaming revolution is trickling out slower than cack from a constipated goose. Expect to be feeling the G's hi-res wipeout for the first time, as well as a smart sounding split screen mode.

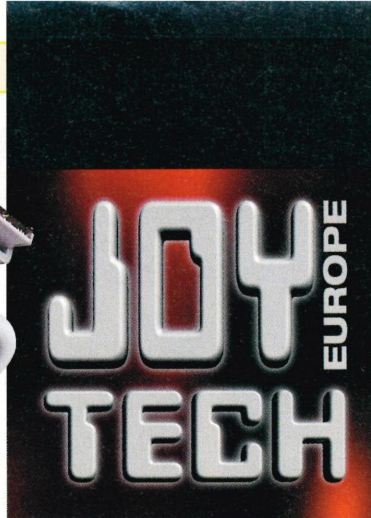
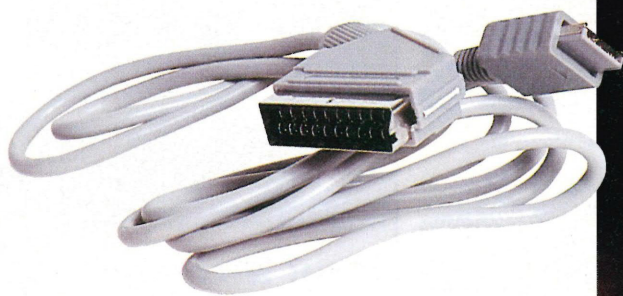
Wipeout 3 will be the first of the series to allow you to race two player without having to hike a PlayStation halfway across town, only to find out that your mate has lent his Serial connection to his brother-in-law – what a bastard!

Top DJ, Sasha will be producing a set of exclusive music tracks for the game as well as mixing it up with several international guest acts. Wipeout 3 is still in early development stage, so listen out for it's sub-bass beats as we bring you more info – as it emerges.

Release **Winter 1999**







COMPETITION

# Control Yourself

It shouldn't be hard with the help of these top Joytech accessories

**Y**ou've got a PlayStation, you've got a game, so where do you go from here? You need control baby, and there's no finer way of obtaining it than with one of these fabulously funky Joytech jigglers. But why stop at one when you can have the whole lot!

Oh hell yes, that's right - we've got 10 Joytech bundles to give to 10 lucky readers who, frankly, will be hard pressed to hold onto their bladders with the excitement of it all. You will win:

- A Joytech steering wheel
- A Joytech lightgun
- A Joytech analogue pad, memory card and - because they're generous people who love all God's children - Joytech are even throwing in an RGB cable for maximum gameplay picture enhancement. It's a bit of a treat to be honest, and this is how you win.

We want to know, of everything on Earth, what is likely to send you out of control, and why? It could be the infrequency of public transport between

Exmouth and Hove, or the price of a Sara Lee creamcake, or, indeed, the thought of a night with Anne Robinson, some arrows and a powerful crossbow. It's up to you. So tell us, entertain us and wait to win. You will you know - we've got a good feeling about it.

sends me out of control

because

name

address

Send to Control Yourself at

PlayStationPro Media House, Adlington Park, Macclesfield, SK10 4NP





## FIRST LOOK

# Point Blank 2

**Funny accents... peculiar people... guns - it's Rochdale's favourite game**

**J**ust as they did with the original, Namco have made very little fuss over the development of Point Blank 2. It's probably a good idea, because #1 went down a treat with lightgun aficionados based not on flashy graphics, licensed soundtracks or hyperbole, jive talk and an ad budget to match British Telecom, but honest, simple gameplay offering all the addiction one can possibly handle without ending up sleeping in doorways and braiding your hair. This effort is going to be more of the same - and that's by no means a complaint. It's target shooting of several varieties, with nothing left untouched: people, animals, numbers, skeletons and - mercy on us - even targets set for a peppering from the barrel of your G-Con gun.

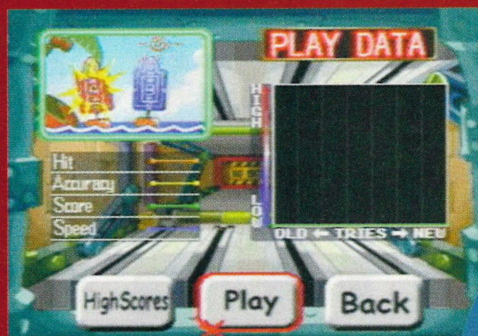
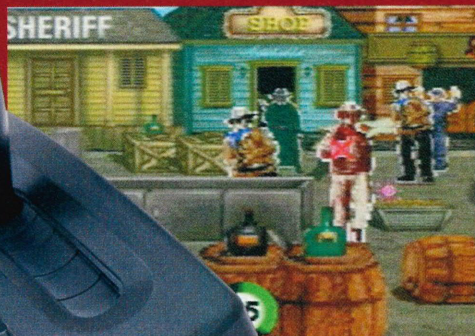
Haven't got one? Well, that's where it goes tits up, because while Point

Blank 2 does entertain the traditional joypad method of control for peasants - and those whose unhealthy fixations are directed elsewhere - everything except the piss easy practice parts are all but impossible with anything but a shooter. It's a shame too, as the nearly-finished version Pro weaseled out of Sony HQ is an in-depth affair with literally dozens of missions and modes and - though Christ knows why you'd want it - an in-depth story to boot.

Maybe we'll get lucky and find that analogue support is chucked in before completion for those without the gun. Don't hold your breath though: it's a Namco game for a Namco gun, and that's how the big boys make bucks. Shame, because frankly it's looking close to shit hot, and a lot of people might miss out. Released **July**



*Animal cruelty. Ricki Lake will welcome you with open arms...*



## WHAS HAPP'NIN MUH FACKA?

# G-Police 2

**Justice can wait. It'll friggin' have to**

**T**he release date for G-Police 2, Weapons Of Justice, has been set back. Budding cops of the future will have to wait 'till September 10th before they can strap on their flying leathers and beat the shit out of innocent bystanders. Gamers who can't wait for that sort of action will just have to make do by hanging out in dodgy "theme" pubs. Released **September**

# South Park

**We're going down to South Park to have ourselves some fun!**



Hey, Acclaim dude, what's going on with South Park?



"It's top secret, we're not saying anything, other than the fact that we're doing a couple of games."



Say something or we'll kick your ass - pig f\*cker!



"A port of the N64 version is a possibility, but other options are in development. It's hush hush... Oh, and

don't call me a pig f\*\*ker, you ass-bandit!



Cool, the N64 version was funnier than your crack whore momma on a jogging machine. Jesus, is she fat. She's so fat that... hello, Acclaim dude?



".....zzzzttt....."



Son of a BITCH!





FIRST NEWS

# Star Wars

## episode 1:

**Bigger than Jesus and closer to God. Excited? Don't worry – in space, no-one can hear you cream**

**M**onths of speculation over what might well end up the game of '99 ended when Pro's American mole got on the blower with hard and fast facts about LucasArts' upcoming monster.

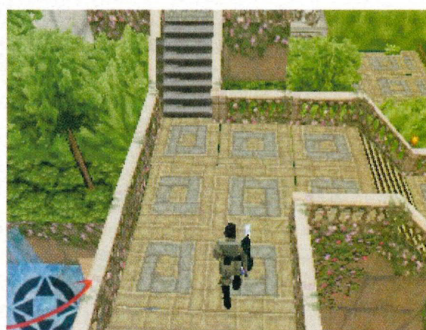
The cumbersome title should be the only hammish thing in this game-of-the-film – a sci-fi adventure with multiple paths, dozens of levels and more than a smattering of violence.

For the most part, players will don the dubious attire and take on the role of top Jedi sorts Obi-Wan Kenobi or his great mate Qui-Gon Ginn, as they embark on a search for Luke's dad Anakin, who, for reasons best known to himself, has, to put it bluntly, done one – probably to go

and buy a great big black helmet. Later, new characters are introduced – they're all from the film, obviously – and added to the playable roster.

Those who've blagged a look at the film will know that Anakin's found fairly quickly. It's a different matter in the game though, the programmers taking licence to develop the gameplay by centring a lot of it around the hunt. Many of the locations from previous films and games will crop up in Phantom Menace, but because it all goes off decades earlier, they've been given a different look. The poor continuity bloke must be close to suicidal.

"What's happening? Where's my spaceship? And why has that man got a goat's head?"



PREVIEW

## Formula 1 '99

**Faster than Eddy Irvine in free-fall, slicker than a puffin in a tanker disaster**

**F**ormula one '99 is getting set to be the most detailed circuit burner of the series. The game has been totally re-written by Studio 33, the grease monkeys responsible for the arcadey Newman Haas Racing. So get set for a greater Grand Prix experience, with modes that will satisfy both Sim demons and Arcade fans alike.

The game will feature ultra-realistic crashes, accurate engine gruntings and artificial

intelligence that aims to give you the most accurate race, without actually having to wear a flame-proof balaclava. With all the teams, including F1 newcomers British American Racing and the brand new Sepang circuit in Malaysia, Formula 1 '99 will be the one to look out for if you're crying out for speed – but don't fancy being decapitated in an 14 car pile-up. Released **November '99**

## Bird in "has

**A**ll the speculation is over at last! Now we've the chance to see sweet juice dribbling down Lara's chin.

It may sound like a soggy dream come true, but it's set to become an even soggier reality. Lucozade, the top hangover-beating drink with a bitter sweet tang, has signed up Ms Croft's creaming talents in a bid to give the



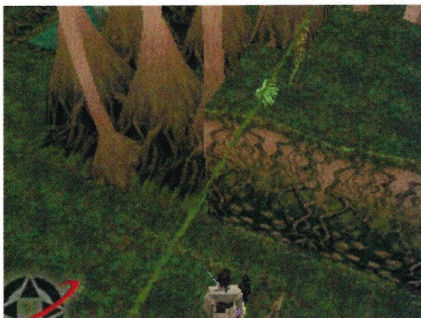
# the phantom menace

Nothing in Star Wars is ever close to normal, therefore locations with such nonsense names as the courtyards of Theed Palace on Naboo, the streets of the Mos Espa market on Tatooine and the bustling, sweaty capital city of Coruscant should come as no surprise. Anyone fearing a scene-by-scene copy of the movie's plot can chill – LucasArts promises it'll take up to 40 hours to get through Phantom Menace.

Much of this is due to mini-quests based on tiny plot devices of the film. There's a good-sized puzzle element that needs overcoming to get further into the game, where talking and scrapping takes top billing in the quest to thwart a threat to Galactic peace. The trusty light sabre and blasters nicked from defeated characters form the basis of the arsenal (and there was Pro thinking it was Adams, Winterburn and Dixon) with loads of additional weapons later in the game that will come in handy for bitch-slapping the meanest of baddies. Our source reckons a bazooka's on the cards and he's quite trustworthy for an American, so it's looking good.

Released **Summer**

"Scuse me – where's the swimming pool? And where can I leave my light sabre?"



"Now remind me – how do these space lavatories work again?"



## drink" shocker!

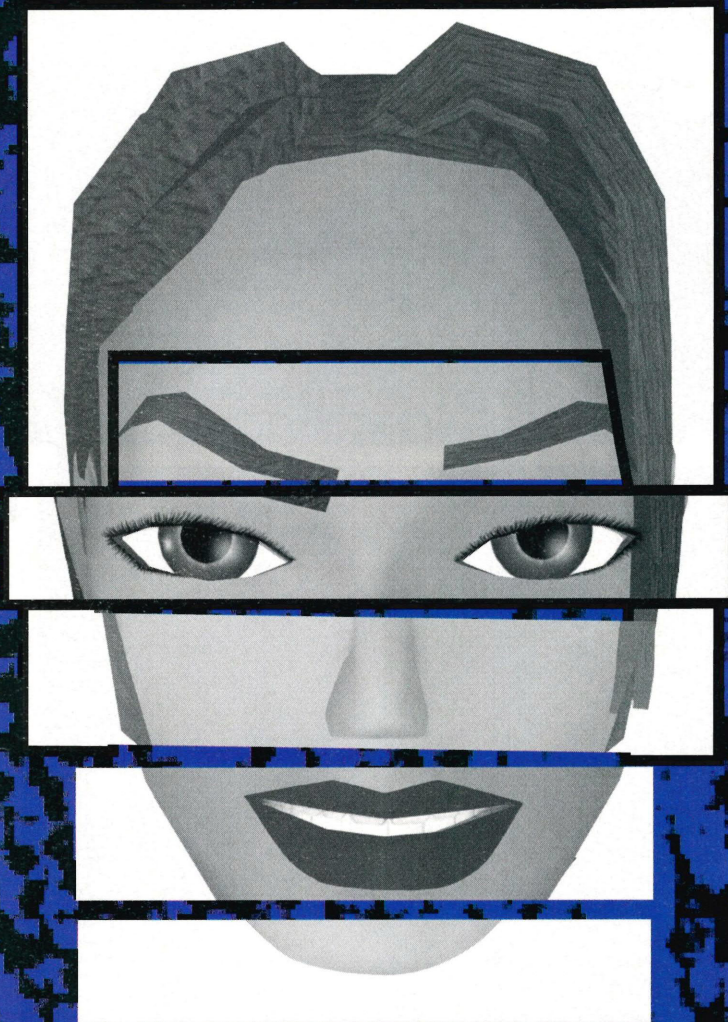
sugary pop a new sense of sex and adventure.

The deal with Eidos is part of a £25 million advertising push that will see the agile tart in a variety of suggestive poses, while playing with the drink's chunky bottle. Apparently, they both share common values, like going down smoothly after you've broken a sweat presumably. Go on girl!





# PSX CrimeTW



## Case # 1: Croft, Lara

**Description:** Tall, dark haired videogame glamourpuss, likes to wear hotpants and tight lycra vests. May disguise herself with dark glasses.

**Suspected of:** Killing endangered species like tigers and luring young boys into their first sexual experiences.

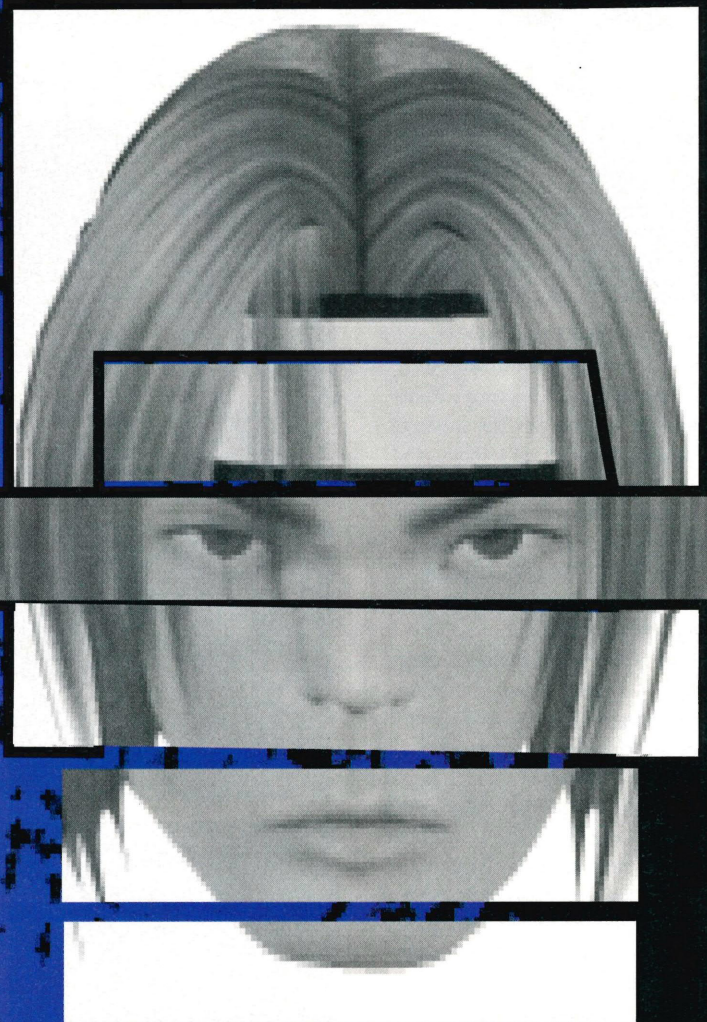
**Last known whereabouts:** The Arctic.

**Distinguishing features:** Large triangular breasts, funny shaped legs and er, big nippys because she's in the Arctic,

**Special skills:** Backwards somersaults. Good swimmer. Grunting.

**Aliases:** Elizabeth Hurley, Jennifer Connolly, Nell McAndrew, Rhona Mitra, etc etc.

**Reward:** The nude cheat!



## Case # 2: Hwoarang

**Description:** Large, muscle-bound yet effeminate camp chap one wouldn't ordinarily mess with

**Suspected of:** Indiscriminately twatting anything that moves

**Last known whereabouts:** In front of some Chinese looking gazebo of sorts. Or near a river or something.

**Distinguishing features:** Girly hair, rippling muscles.

**Special skills:** Hairdressing, Mills & Boon model work, murder.

**Aliases:** Patrick Berger, anyone out of Hanson (except the little one on the drums).

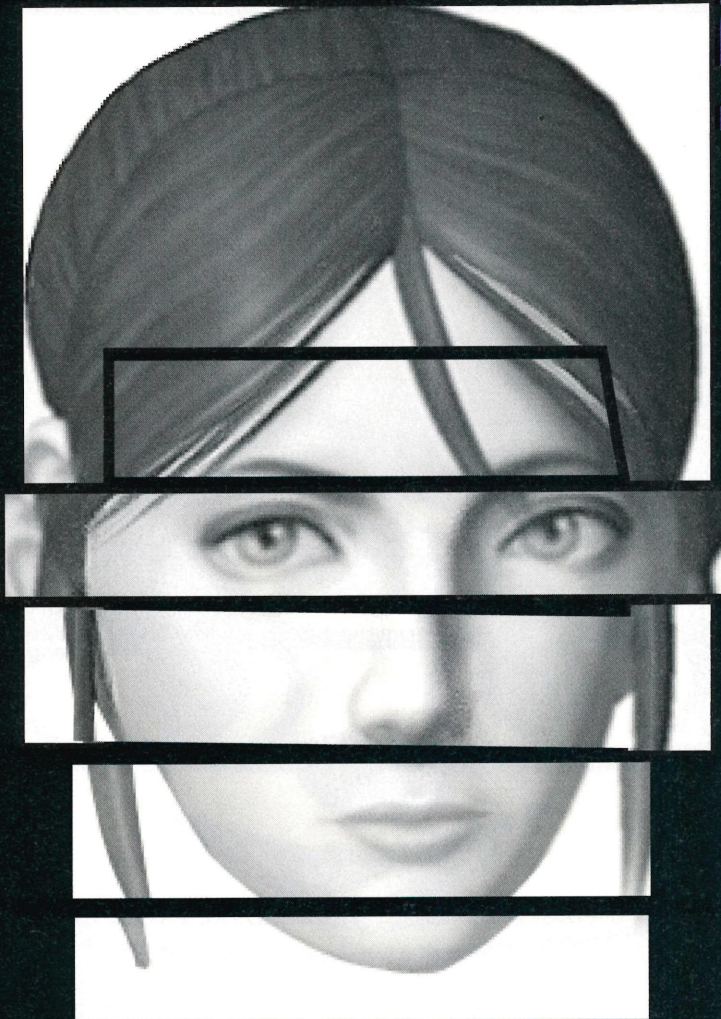
**Reward:** Free year in BUPA



# atc.h...

## Wanted: For gaming crimes against humanity.

In an effort to do our bit for the community, we've compiled this list of elite console criminals. Charged with a range of misdemeanours ranging from keeping the population up all night to giving some of you aching wrists (and we're not just talking about Lara Croft here!), we've set out to expose these offenders and put to an end their dirty business once and for all.



### Case # 3: The Bird, Claire

**Description:** Token totty in the finest tradition of hammy horror

**Suspected of:** Setting hearts a flutter while scaring the shit out of everybody

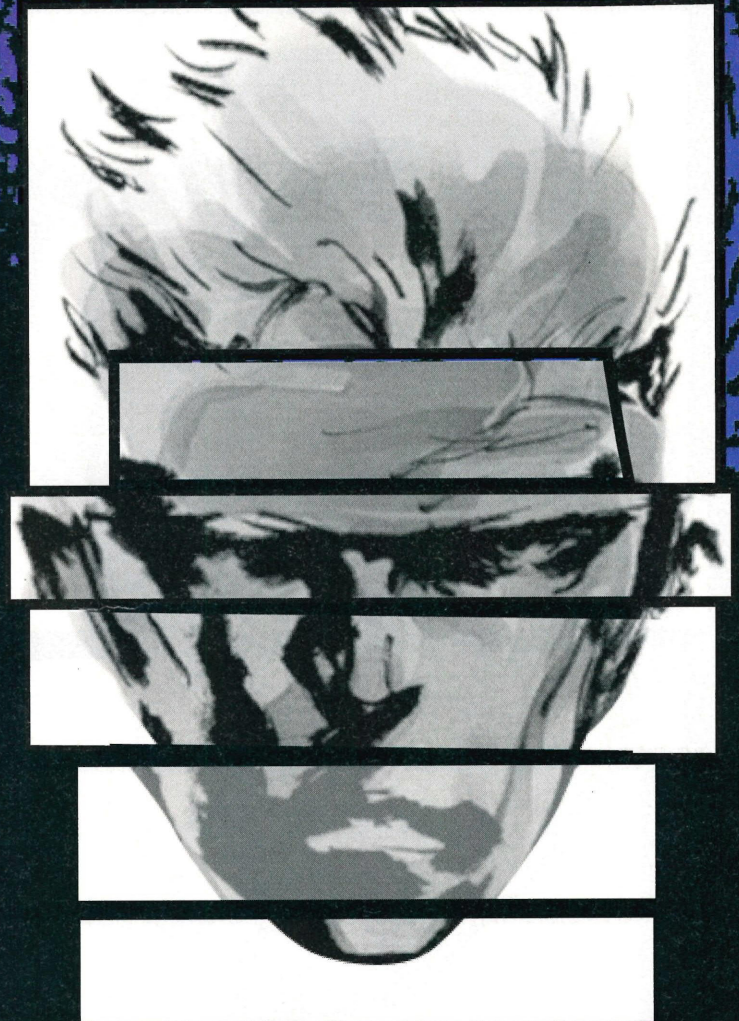
**Last known whereabouts:** Raccoon City cemetery ('cos we're shit at the game)

**Distinguishing features:** Nice arse, decent love dumplings, bite marks

**Special skills:** Running like f\*ck, gushing blood, falling over, dying

**Aliases:** Princess Diana (The People's Princess), Stacy from TJ Hooker (if you remember her you'd fancy her)

**Reward:** A date and the chance to get inside her top



### Case # 4: Snake, Solid

**Description:** Dark mysterious looking chap, long overcoat

**Suspected of:** Pathetic chat-up lines, general butchering of people

**Last known whereabouts:** In everybody's PlayStation.

**Distinguishing features:** High tolerance to cold weather

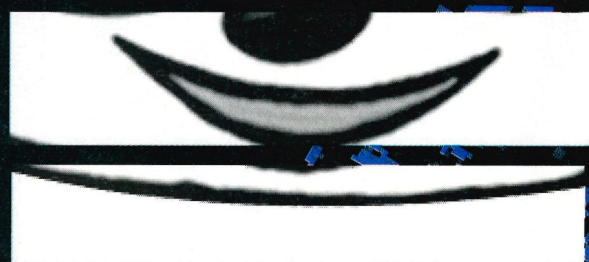
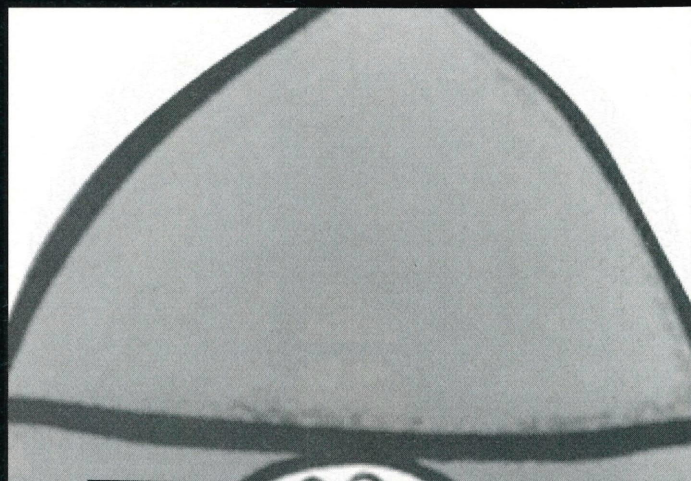
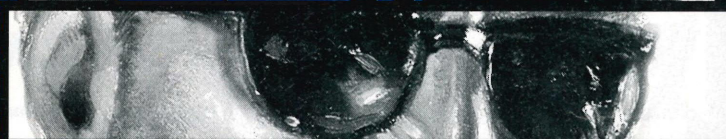
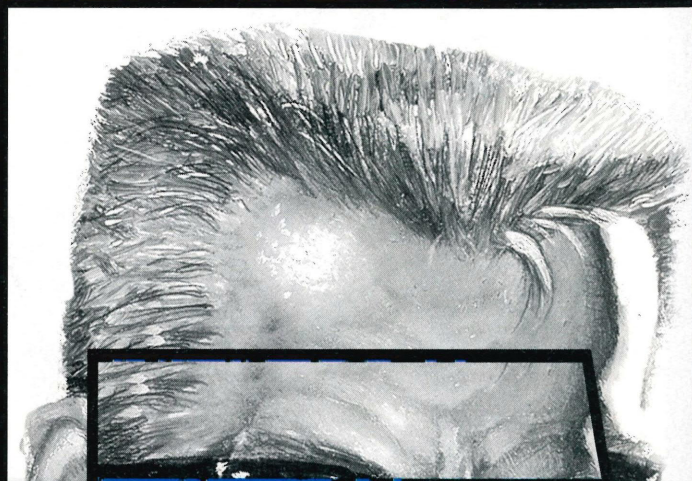
**Special skills:** Good at killing on the sly.

**Aliases:** Any penis gag

**Reward:** Full James Bond video collection (Lazenby editions)



# CrimeW



## Case # 5: Nukem, Duke

**Description:** Burly, thick-set thug with arms like a pig's midriff.

**Suspected of:** Blowing up pigs and shooting strippers

**Last known whereabouts:** Mamma Thigh's lapdance emporium, Smalltown, USA

**Distinguishing features:** Deep voice, square chin, army hair, shades and a flat-top

**Special skills:** Pun-cracking, deriving refreshment from drinking rotten toilet water

**Aliases:** Arnie, Sly, Les Dennis from Family Fortunes

**Reward:** Two free minutes with Mamma Thigh's finest

## Case # 6: The Rapper, Parappa

**Description:** Flat dog, big ears, bobble hat. Insanely cute

**Suspected of:** Infuriating the world with catchy tunes. Driving without a licence.

**Last known whereabouts:** In some mental bloke's mind.

**Distinguishing features:** Flatter than Eric.

**Special skills:** Ability to turn sideways and vanish from sight. Also can rap.

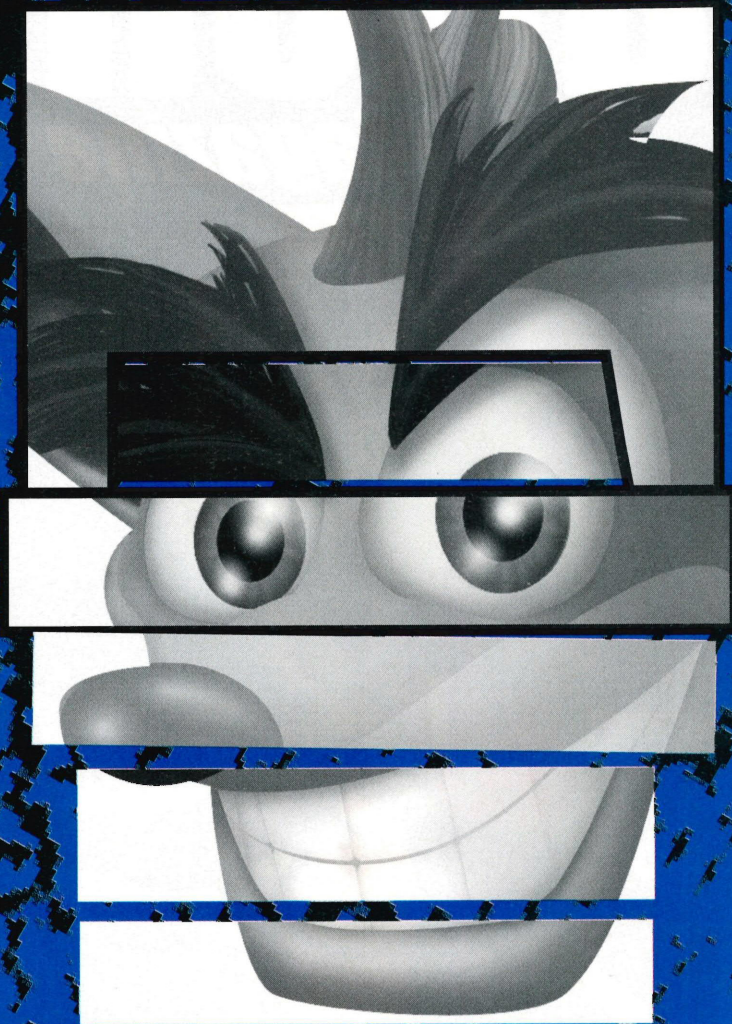
**Aliases:** Ice Cube, Tupac (can we do dead gags? - Ed)

**Reward:** Fortnight in Compton



# atch

PSX



## Case # 7: Bandicoot, Crash

**Description:** Big orange thing with jeans on. Native of Australia (which explains why he's a criminal)

**Suspected of:** Stealing apples, Vandalising crates and jewel theft.

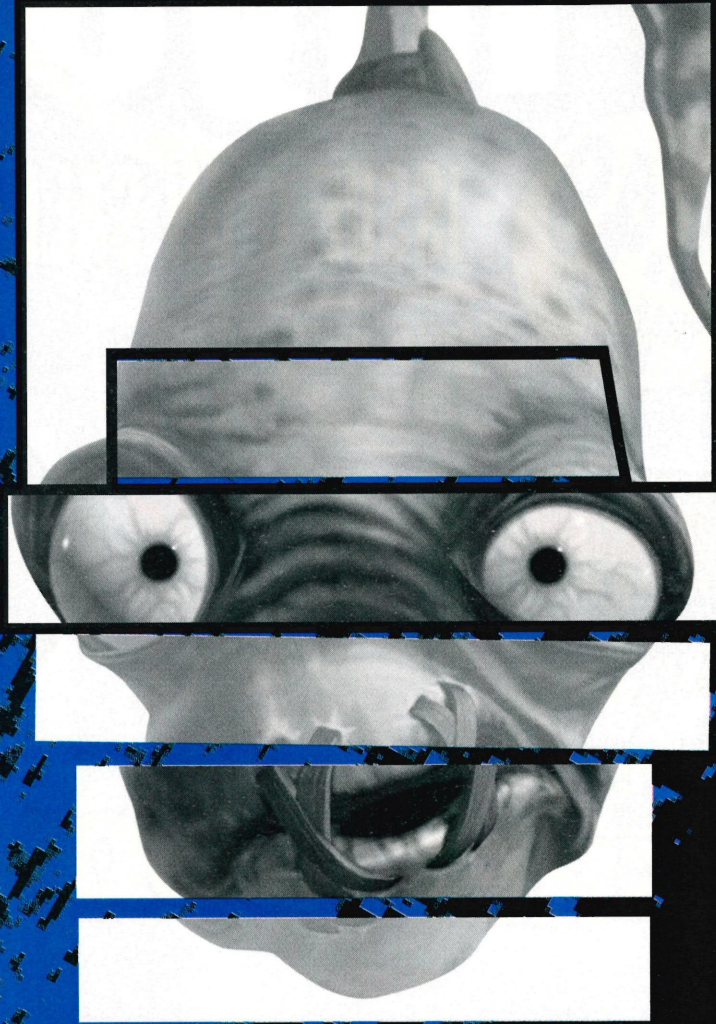
**Last known whereabouts:** Island hopping Down Under.

**Distinguishing features:** Large nose. Constant scratching suggests some kind of lice infestation. Big trainers.

**Special skills:** Funny spinny-round jump thing.

**Aliases:** Lassie, the Littlest Hobo, Bonnie from Neighbours

**Reward:** Course of worming tablets



## Case # 8: Abe

**Description:** Ugly yet cute freazy lizard thing, looks like a limp willy

**Suspected of:** Helping prisoners escape, stinking, making your girlfriend feel sorry for him.

**Last known whereabouts:** Underground somewhere.

**Distinguishing features:** Oval head, scaly skin

**Special skills:** Farting.

**Aliases:** John Thomas

**Reward:** A bottle of 100 Settlers Turns Indigestion tablets



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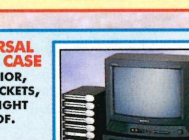
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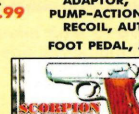
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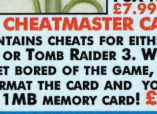
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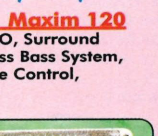
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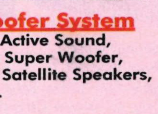
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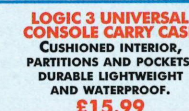
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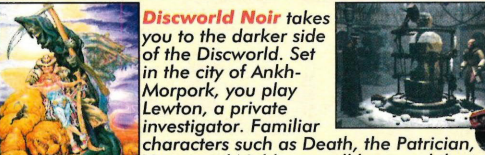




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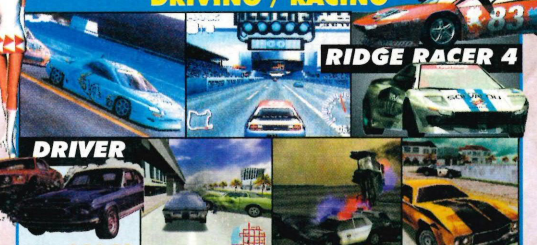
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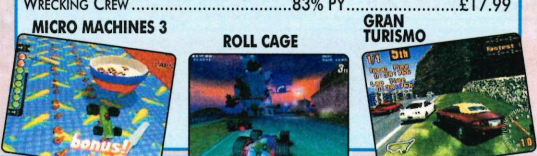
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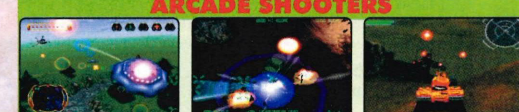
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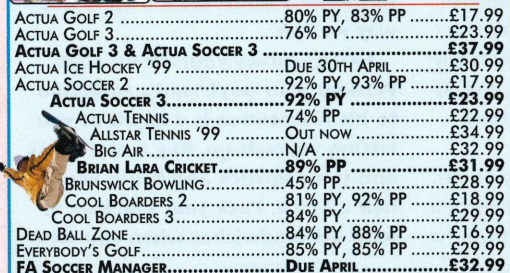
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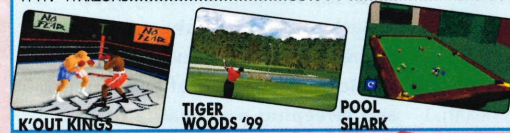
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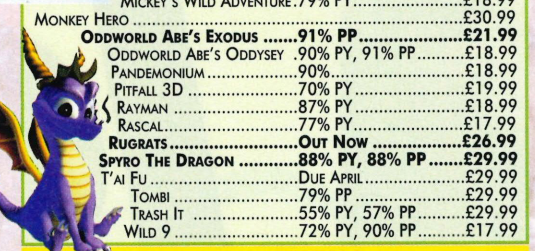
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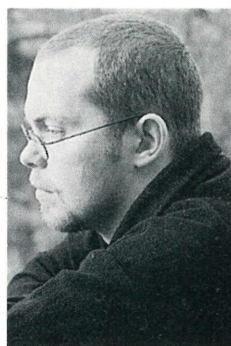
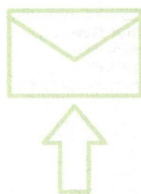
Over the next 40 pages Pro will tell you about the essential games you'll be buying over the next 12 months. Nowhere else will you find such a wealth of information so open your mind and let's start the learning process right now...

**PlayStation**  
PRO  
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*We're into the second month of our great new look and your letters continue to pour in like there's no tomorrow. Thankfully though, there is, so I'd better get on with answering all your aimless ramblings. Keep sending your views, comments and opinions in to me here and the best ones will be printed with the Star Letter getting a load of PlayStation goodies for their troubles...*

### Stand by your man

I am writing for some help and advice... My boyfriend has had a PlayStation for about 18 months and recently also bought an N64. He lives with my family and for the last few months we, and our friends, have noticed a considerable difference in his behaviour.

Every spare minute of the day he has, he spends playing games, sometimes for nine hours at a time without a break. He

It's unbearably tempting to take the piss out of letters such as this, but since you obviously write in all seriousness Anne, we'll help in any way we can.

Firstly, spruce yourself up a bit. Perhaps your boyfriend's addiction to his PlayStation is a result of you letting yourself go. Buy a nice dress and some lipstick and brush your hair all nice. Pack your knickers in with his sandwiches when you send

# lett

even went to the extreme of taking a week off work when Metal Gear Solid was released so he could play it constantly. He admits that he is addicted, and most of the people who know him think he is mentally confused, as most of the time he doesn't appear to know what he's doing and seems to be in a spaced out, confused state.

Are there any reports which might help me and, if so, could you give me some advice? I know you don't answer letters personally, but perhaps you could make an exception as I am very concerned about my boyfriend's health. I would be very grateful for any help. Yours thankfully,

Anne Miles, Bognor Regis.

him off to work so he knows what to expect when he gets back home. Tell him how you feel. Tell him you're a woman and you have a woman's needs - that you need a man and not just any man, but a man who can make you feel whole again like he used to do, a man who can set your thighs on fire with a single smouldering glance from his vibrant, piercing eyes.

Bathe together. Take a holiday to Rome or Paris and revel in the erotic juxtaposition of sublime art and sweeping practicality of the architecture of a lost age. Dine on the foods of love, like oysters and spam. And if that fails, let him get



on with it, get yourself some pornos and have a good diddle.

### One and only

Nice work with the new look magazine. It's bigger and better and faster and stronger etc. etc. etc. So now (at last) to my point...

Sony's really strong now, isn't it? It's got the best selling console ever and all that jive, and PlayStation 2 is coming out

Well, it certainly wouldn't be ideal for everyone, that's for sure. It'd be a bit of a kick in the teeth for Sega and Nintendo for starters! Some time, some way down the line, we may very well end up with one games console - let's call it the PlayStation for sake of argument - compatible with all games, but which was made with a few minor alterations by any number of companies. Like the Walkman. Or

### You work with loons

I'm just writing to talk about the new mag, which is great, but is getting ruined by tossers that don't know anything. For a start, the letter from Jerome Bernard who quotes "do you know how to get past that f\*cking snake on the marshlands in FFVII? I have a Chocobo, but it just won't die." Have you ever thought of running round it Jerome?

Also Steve McNally (editor of N64 Pro Magazine). Saying that Lara is a "Pointy breasted, right angle headed old hag" he has no idea what he's talking about (probably his wife).

The N64 isn't an utterly crap machine, but it still is a load of bollocks. It is faster than the PSX, but at least we use ours for good games. FFVII and Metal Gear Solid are better than any game on the N64. So Steve stick to your N64 mag and stop f\*cking up ours.

By the way Where is the Pro website, I can't seem to find it?

David Wood, Portsmouth

### Annoying bastard

I'm not trying to be an annoying bastard here, but I would just like to point out that in issue 32, you said that in the following issue (33) you would have reviews or news on Carmageddon and Tomorrow Never Dies, but I saw nothing in that issue about either of these games.

I hope that you acknowledge this mistake, or if you excluded these two games from the issue on purpose, then you could notify your readers about it. I'm just writing in because I have been waiting patiently for both these games.

Paul Hughes (not Welsh), via email

# ers

soon [soon-ish]. Nintendo isn't having much luck with its machine and Sega's Saturn is dead, plus they've not got their act together with the Dreamcast yet. So when PlayStation 2 is unveiled and blows away all the competition, are we likely to get to a stage where there is just one company making games machines?

It seems to me that this would be ideal for everyone. We wouldn't need to hum and haw over what machine we bought or buy machine A because we thought the software for it would be better than that for machine B. Plus, the software companies wouldn't need to fart around having so many people for Sega games and so many for Nintendo, etc. What do you think?

video. Or Stereo. Etc...

It's entirely likely that if Dreamcast isn't an unqualified success, Sega will decide to call it a day as far as hardware is concerned, but Nintendo is a different matter. It's a massive company with more money than the Mint and will be doing its own thing for a long time yet.

Thanks for your Final Fantasy tips, not quite got the manners of Miss Bea though have you mate? As for the N64, well you have to feel sorry for them. It's a good little machine and I disagree about it having no good games. GoldenEye is a videogames classic that will take up hours upon hours of your time. Steve's obviously a sad, wizened old loser though, but I have to agree that anyone who thinks Lara is fit needs a right good kicking!

### Stop whinging

I've been reading Pro for a few years now and I'm sure like me, everybody is getting pissed off about complaints of half naked women in the games industry.

Number one: we do not all jerk off at the thought of a bloody pixelated character, give me the real thing any day! The majority of these sad gits are hormonally challenged 13 year olds who still laugh at saying tits out loud.

Number two: this was actually pointed out to me by my younger sister, who showed me an article in one of her magazines. Giving Sir what's-his-

face from Medievil marks out of 10 for snogability!

Mmmmmmmmm, seems like it's okay for girls to get on like this, but not us lads.

The fact is sex sells anything, especially in a male dominated industry such as this, so until things change, stop whining about it.

Oh, before I go is there any point to buying the Xplorer link cable for the PlayStation?

And Miss Bea has a cracking pair of knockers!!!!!!

Gary, Belfast

You don't jerk off over a pixelated character, give you the real thing any day...to

jerk off with? Could always try getting one of those women things into bed I suppose? You're right about sex selling though, car ads, drinks ad, jeans ads, after shave, food, you name it, everything has chicks in. Girls mags are disgraceful at times with their Positions of the Fortnight and "snogging" charts, so yeah, it's the kettle calling the pan black.

Xplorer Link Cable... well do you want a bloody link cable? If yes, then yes, if no, well work it out. And finally... yes she does doesn't she.

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'I just wanted to slag off all those tossers who've been saying that Metal Gear is shit'

# viewpoint

**Got a gripe with the way we work? Impossible! - we're perfect. That doesn't mean you have to agree with us though. If you think we got a game mark wrong, tell us why. We'll slag you off, but tell us anyway.**

## Metal Gear Solid

**PlayStation  
Pro 32 10/10**

I've been inspired to write in after seeing last month's Metal Gear Solid letters in Viewpoint. I have to say I agree entirely. The way the PlayStation press treated the game was nothing short of going overboard. After waiting for ages and being told that this one was the only game we

need buy, it turns out you can finish it in less than the length of a working day.

How can you give a game

maximum marks? That's like saying there'll never be anything better. You've dug a whole for yourself, fell in it and now it's time to start suffocating.

**Charlie Ross, Barrow-in-Furness**

I just wanted to slag off all those tossers who've been saying that Metal Gear is



shit. Do these people like being stuck on games? The reason I enjoyed MGS so much is that I could work my way through it and enjoy the brilliance of the plot. There were no kidnapped girlfriends here. It was like being part of a real movie.

So what you could finish it? Would you rather be stuck on level four of a game, get bored of it and go and pay another £40 for the next piece of shit. I bet Konami feel like packing it in. It's like Man U. winning the treble and their fans complaining they didn't win enough games. Grow up!

**Declan Donaghy, Cork**

**PRO: We loved Metal Gear and we finished in just the same time as you lot did. What makes it a great game isn't the length of time it takes to complete, but rather what you have to do in the time you play it. You show us a game with more**



**atmosphere in it and you can have a job here.**

**We gave it maximum marks because, for the PlayStation, in our opinion, there will never be a better game in the genre. Just as we believed this with Tekken 3. The argument rages.**

## N64 v PlayStation

*(Steve from N64 Pro magazine caused quite a stir last month when he said some unkind words about the PlayStation in relation to the N64. You went for his throat because of it).*

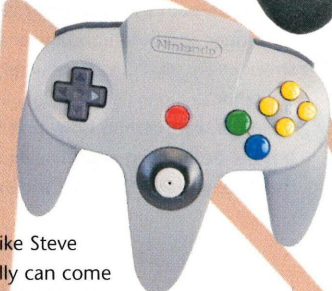
Who is that absolute wanker Steve from N64 Pro? Does he know what a total tw\*t he made of himself last month by slagging off the PlayStation compared to his beloved Nintendo. I can count the number of decent games for the thing on one hand. And I only have two fingers on each!

**Kerry Walsh, Croydon**

So Lara's got pointy breasts and a right angle head has she? Well, what have you got on "your" console? Bloody Banjo Kazooie and James Bond. Nice one! You can really get off on them can't you? (er is that a bad point? - Ed)

**Terry Neale, London**

When the N64 has sold millions of units in this country, then jumped up



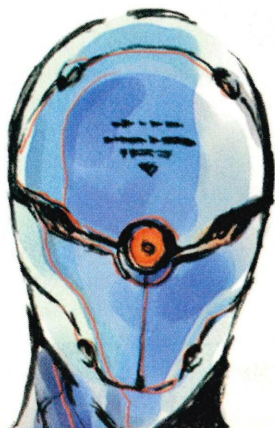
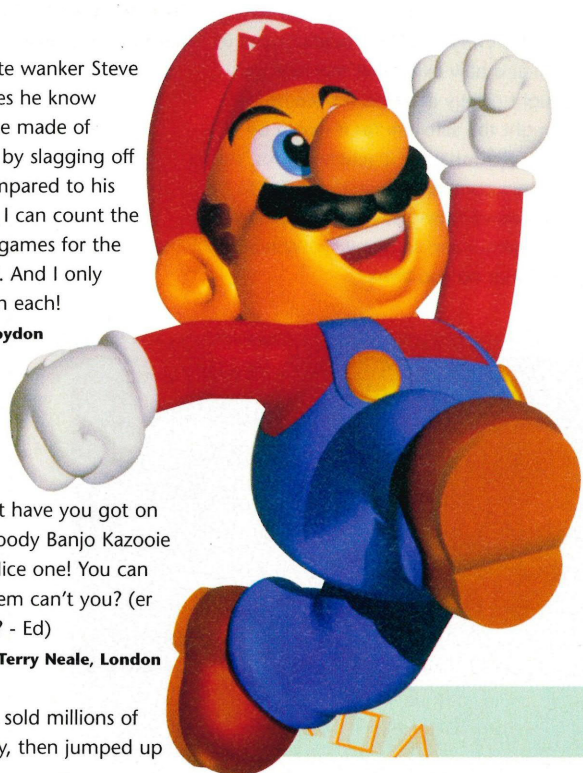
nobs like Steve McNally can come over and tell us the PlayStation is shit. Until then he can crawl back to his corner and play Mario Kart with his three equally pathetic friends. Preferably in a burning house.

**Calum Wright, Tamworth**

**N64 PRO: Steve**

**Do your parents know you speak like that? You lot don't know what you're on about. There are some great games for the Nintendo, whereas you have to sift through the shit to find a half decent PlayStation release.**

**Quantity not quality seems to be the mantra that you chant. Well it doesn't wash with me. Open your minds.**





# teaser

questions and what not

Fill 'em in and send 'em off and wait a bit **and win.**

If you're lucky. Answer on the page or on a piece of paper/**material of your choice!**



## Q&A

Where we do the Q-ing and you do the A-ing.

**1. When he's not "lost in time", top rabbit Bugs Bunny can usually be found:**

- a. Down the Dog and Otter with a front row seat on strip night. ☐
- b. Referring to people as Doc and enquiring as to what might be up. ☐
- c. Braised in wine under a light golden pastry as an entrée at Maxim's Continental Cuisine. ☐

**2. Anna Kournikova. There's nothing wrong with her that:**

- a. A bloody good rodgering wouldn't sort out. ☐
- b. A tougher mental attitude towards match play wouldn't sort out. ☐
- c. A month down the salt mines wouldn't sort out. ☐

**3. Good old Star Wars Episode One: The Phantom Menace. It's:**

- a. A desperately convoluted title. ☐
- b. Going to be top bollock. ☐
- c. Going to mean you can't go to the cinema this summer without rubbing shoulders with the sort of geek who hasn't been subjected to natural daylight or fresh air since Return Of The Jedi went off general release in 1983. ☐

**4. Cataracts. They're the blight of the elderly, but it's true that:**

- a. People who masurbate more than average in their formative years are more likely to suffer from them. ☐
- b. Everyone, in fact, has them. Some just go a bit wonky and cause bother. ☐
- c. When removed and melted, they make an acceptable substitute for milk. ☐

**5. Army Men is a game, but an average real life army man:**

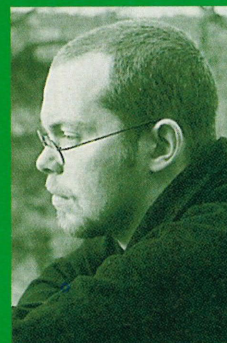
- a. Is brave and strong and serves the Queen. ☐
- b. Is determined to "Be The Best", just like it says in the advert. ☐
- c. Is a mindless arse. ☐

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## spot the difference

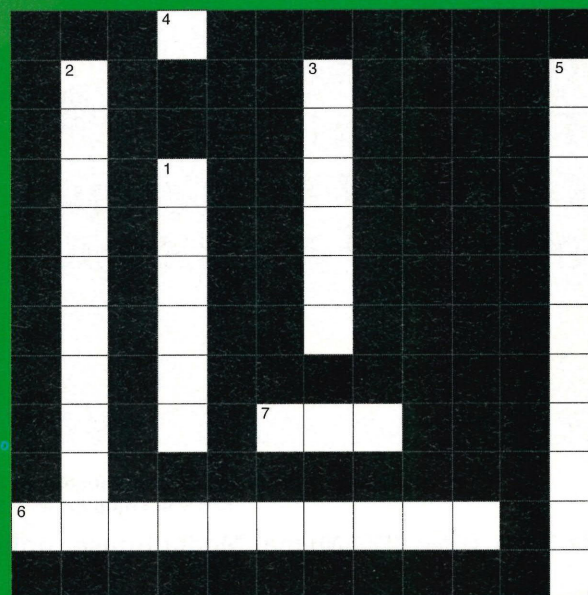


Or indeed, is there a difference at all. Tell us.

The difference is...

## ~~shite~~ Giant Crossword

Have you got the mental agility to complete it?



**Down**

1. It's the word that comes after Metal Gear in Metal Gear Solid (5)
2. It's the name of Solid Snake (5,5)
3. Think Lara. Think front bollocks. Think what your Auntie Mary might call them (6)
4. One more step for Street Fighter 2 (1)
5. He's Brazilian. He's dead. He had a "Kart Duel" game of sorts. He's called Ayrton Senna (6,5)

**Across**

6. He's a deformed squirrel. He comes from Cumbria, where it's all nuclear and what have you (10)
7. A PlayStation Pro writer. Makes the tea. Dusts. Washes up. (3)



# readeroffer

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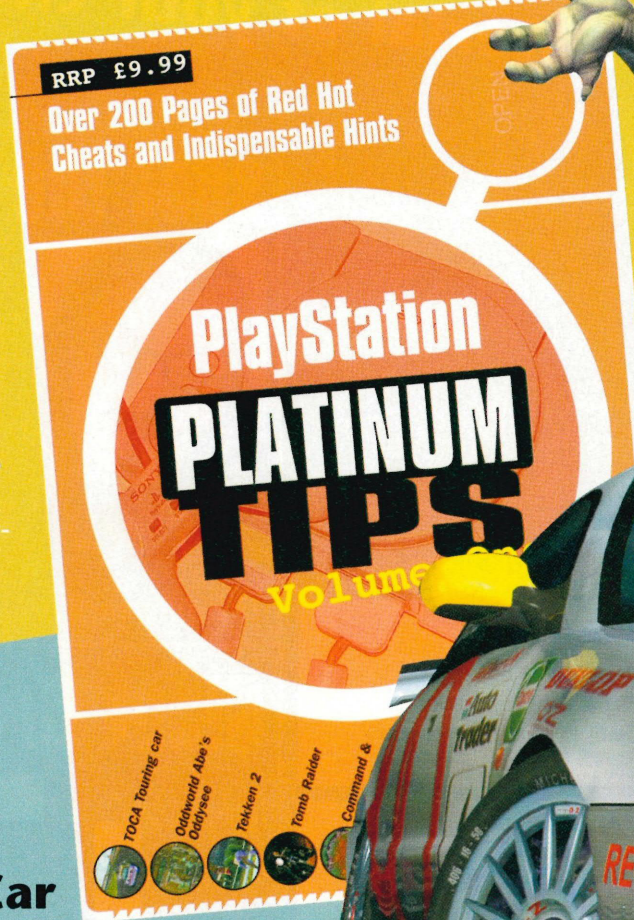
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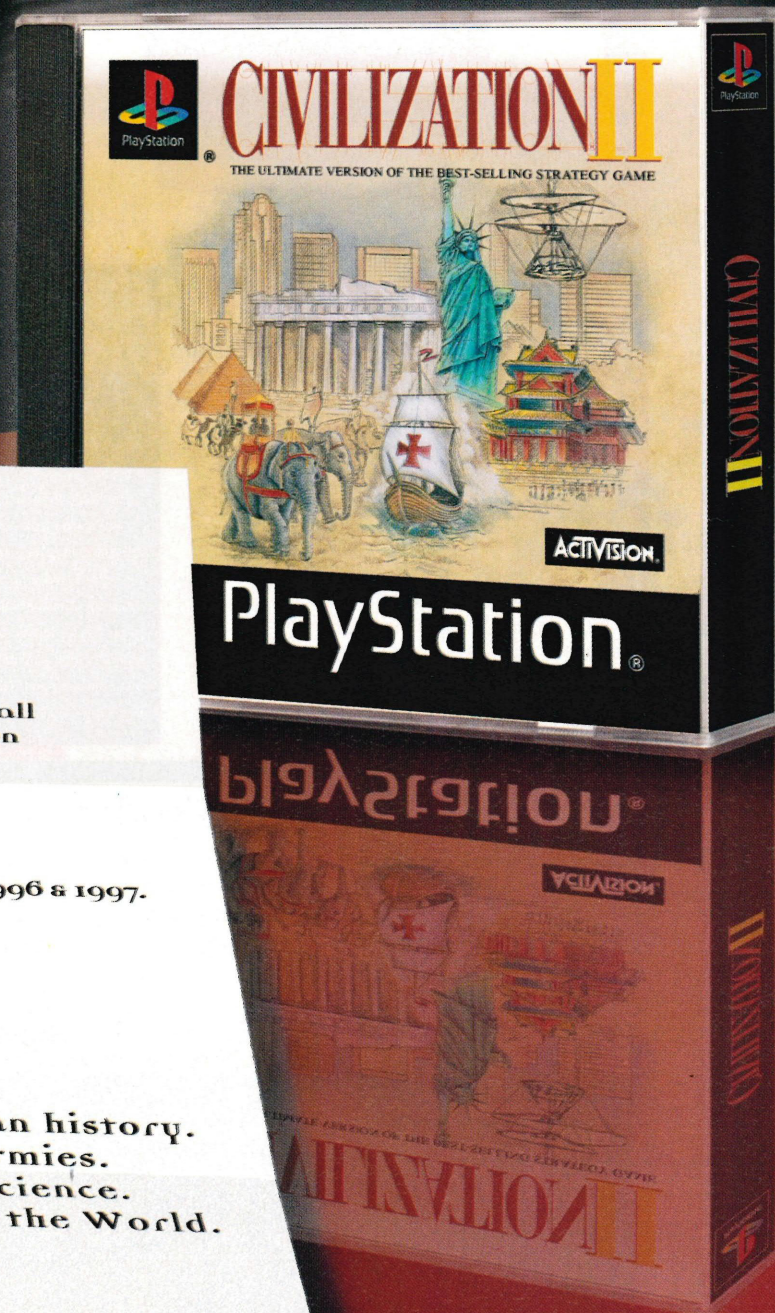
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# Civilization® II

conquers all on the

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## CURRICULUM VITAE

**NAME:** Civilization II PSX

**PERSONAL DETAILS:** PSX port of the PC version of the greatest strategy game of all time, which sold over 1.5 million copies world wide.

### QUALIFICATIONS/ ACCOLADES FOR THE PC VERSION:

PC gamer No. 1 game of all time 1996 & 1997.  
PC gamer 96%.  
PC Format 90%.  
PC Zone 90%.  
Edge 9/10.

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- Constructing Wonders of the World.

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- Competing against the greatest leaders of all time.
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You've reached the most important section of PlayStation Pro. The next 30-odd pages contain the vital information you'll need to arm yourself with knowledge. You need never buy a rubbish game again. Let's explain how it works...



The Pro Solid Gold Award is given rarely, and only to outstanding games. Each member of the Pro team plays every PlayStation game, and only when we all agree is the coveted Gold awarded. If half a dozen experts all think the same, it's a game you can buy with confidence.

In **The Verdict** games are awarded a percentage, and it doesn't take a genius to work out that high is good and low is bad.

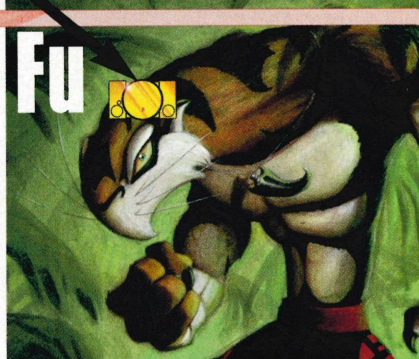
If something gets 90 then rest assured Pro could find very little wrong with it. Similarly, a mark of 20 suggests a real brown trout. Every member of the Pro team is a PlayStation expert and you'll find everything you need to know to make a buying decision within the review. If it needs saying we say it, and if it doesn't, we don't.

Pro always make an **alternative** recommendation of the same kind of game. The alternative might be better than the game reviewed or it might be used to highlight the similarities between the two. The **star rating** ☆ pertains to the Dealer section at the back of Pro, and the £ sign indicates what kind of price you can hope to pick up the old game second-hand. This is explained in Dealer too, and it's brilliantly simple, though we do say so ourselves.

reviewed

## Tai Fu

What's orange, stripy, fights like Bruce Lee and kills snakes with magic? Don't worry, it's not a trick question.



Tai Fu can be quite subtle on his own when he's not in a fight.

Tai Fu's special moves are handy when he's faced with more than one enemy.

There's something slightly odd about Tony Tiger, in fact. He's a tiger, but he's not a tiger. He's a tiger, but he's not a tiger. He's a tiger, but he's not a tiger.

What's, we're not talking for it. A Tony Tiger wants to prove he's worth his stripes. He's got to be a tiger, but he's not a tiger. He's a tiger, but he's not a tiger.

Tai Fu's got more than cornflakes on his mind, with a whole exploding fistful of kung-fu clans to battle through.

While exploding fists of kung-fu are to be used through on his way through, Tai Fu is a platform adventure in the style of many an old-school kung-fu fighting classic. The action is seen from above. Tai Fu is a wanderer through a 3D

which exploding fists of kung-fu are to be used through on his way through, Tai Fu is a platform adventure in the style of many an old-school kung-fu fighting classic. The action is seen from above. Tai Fu is a wanderer through a 3D

dual shock analogue • memory card • two players

### The Verdict

Out now £39.99



Published by Grolier Interactive

Graphics ☆☆☆  
Sound ☆☆☆  
Gameplay ☆☆☆  
Lastability ☆☆☆

This is the bit where we sum up the game. Except not here on this page, because there's no game to sum up. So instead we'll be talking about women's arses. What about that Caprice eh – seen the peachy crack on that...?

Alternatively: S.C.A.R.S. - Ubisoft ☆☆☆

PRO 38%  
Rated

Warzone  
page 66  
"The real estate prices have plummeted recently!"



Actua Ice Hockey 2 page 70  
Where's that bitch Jayne Torvill gone?

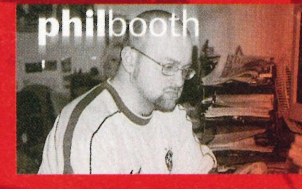
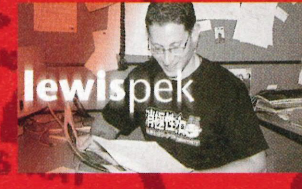
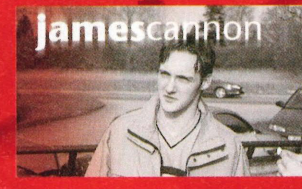
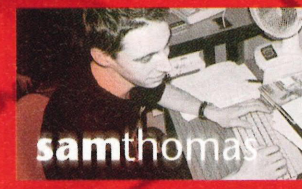
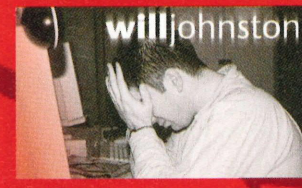
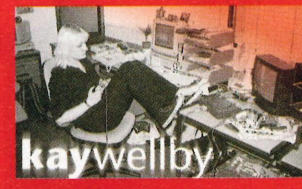
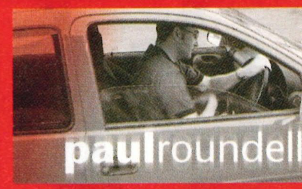


Bust A Move 4 page 74  
Here you go love, shut up and play this while I go down the pub!



# pass the mouthwash

This month the team come in order of the foulest tastes they've ever endured outside a pay review environment



An early 80's winter. A sledging expedition. Young girls offering crisps. Gloved hands delving into packet and an unsatisfying chew where a "crunch" belonged. Vague mental notation of the staleness of crisps followed like a hammer blow by the realisation that the gloves were covered in dog shit. And therefore the crisps. And therefore the mouth. And he loved it more than ice-cream.

Discounting a couple of mangy bell-ends, Kay once made an oh-so-delicious hard-boiled egg curry as a punishment for the boyfriend... it didn't taste too bad, but the after-effects were devastating, with the duvet floating up and down that night and not an ounce of lovin' to be seen – but the stench was so thick it stuck to the tongue.

Tractor-mower maintenance during grass-mowing duties at Summer Camp (Will had the best holidays) saw an ebullient young master Johnston free-wheeling downhill to the detriment of the oil-flooded carburettor. Pulling over and fashioning a stray piece of pipe into an ad hoc syphoning device, he was dismayed not by the mouthful of hot oil, but the sudden knowledge that the pipe was a remnant from a sewage mains.

Living in a student house in London and peckish after a night of partying, a bed-ridden Sam sought solace in some sweets handily abandoned on the windowsill. Crap taste, but better than the phlegm. Until he discovered a mate had fallen asleep on his bed the previous night and had, it emerged, leaned out of the window to puke, covering onlookers down below and peppering the windowsill in dreadful minestrone. Yum.

Making a brew in his bird's kitchen while the piece and her mother cooed over the family's new sprog, James ended up minus some milk in his drink. Confidently, he found an open bottle in the fridge and poured. It was only the next day at school when the bizarre disappearance of bird-mum's pre-pumped breast milk was announced that the mistake was realised, titty-juice immediately re-emerging to splatter violently on the gym floor.

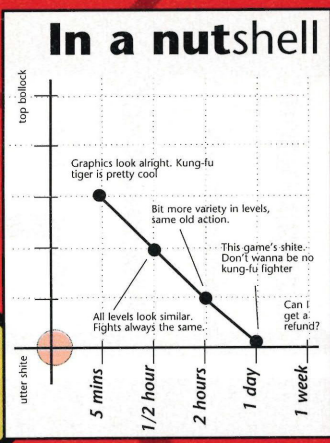
A twelve year old fish-fancier with a tendency towards laziness, Gaz took his father's advice for algae removal by fashioning a makeshift vacuum. Sucking like crazy in the manner he'd been taught by countless gift-bearing uncles, young Gaz was proud of the effectiveness of his device – right up to the point where his cheeky cheeks filled with stringy fish shit.

Chicken's had some disgraceful things in his mouth over the years. The lad seemingly has no shame. His latest escapade involved a rather unsavoury incident with a young (forever unnamed) PR lady. After a barrelful of booze and a dubious Chinese meal it became obvious that a box of giant tampons had appeared on the table. For the first time in his life Chickster decided smoking one of her "lady cigars" would be the best idea. It wasn't. Obviously.

In a relative's shed in Hungary, Lewis was guest of honour to a meal that cost them three weeks wages and their third daughter's virginity. Laddling out of a huge turin of soup, he was treated to the biggest bowl of foul-stenching broth, with the beady eye from a cock's head (chicken variety [no, not that Chicken]) staring up at him. Egged on by gibbering peasants, he chowed down on the sloppy wattle, gagging only on the beak before swallowing.

As a life-long dog fancier and all-round friend of the animals, Phil loves to get close to our bestial pals. To the extent where as a younger man (we suspect it was last year), he took it upon himself to sample a forkful of succulent tinned dogfood. The all-round disgrace claims to hold vague memories of repeating the feat months later when a new flavour was introduced. Phil's leaving the company this month, and we couldn't be more pleased.

In a Nutshell does exactly what it says. It's here where you can quickly find out what to expect from a game in the first week you buy it, and it's created only after the reviewer has played the game for at least that length of time. And it seemed like a good excuse to slip in this shit picture of the fabulous Pro mascot: Sellfield Squirrel – he's hideously deformed!



**In a nutshell**

At the beginning of the game, I felt like I was in a village. I felt like I was in a village. I felt like I was in a village.

The Dragon is the hardest enemy. I'll have to be careful to defeat him.

I've got a strategy. I've got a strategy. I've got a strategy.

The levels are packed with enemies, but the fighting isn't too hard.

The character extends at the top of the screen when Tai Fu is in a position to attack. When the enemy is hit, he can concentrate his energy into a single ball that reduces the enemy's energy by a massive amount. After some of the levels, Tai is visited by his master, who will teach him with extra moves. By providing a combination of buttons, Tai can be made to perform powerful close-quarter, master-level and master moves to name but a few.

**Tai food**

Although Tai Fu comes across as a pretty original concept (it probably looked like a perfectly plausible idea on paper), it's plain to see that the sample is too simple and too samey. After just a few minutes playing Tai Fu it's obvious that this is far from a perfect game.

There's plenty of scope for expanding on Tai's original skills and moves, but most will find it a little repetitive as the levels have very similar environments and tend to be pretty flat, featuring few interactive elements. Although it's...

**The Verdict**

Graphics: 3/5  
Sound: 3/5  
Overall: 3/5

Tai Fu is filled with all the hallmarks of a middle-of-the-road... The levels are empty, and the gameplay is just... they will look elsewhere after a short while.

Alternately: Nerve: Shaker of Dharma: 3/5 - Editor: 3/5

Published by Activision

PRO 38

## reviewed

- |                       |                       |
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| 66 Warzone 2100       | 83 Need for Speed 4   |
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| 74 Bust A Move 4      | 86 Sports Car GT      |
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**R-Type Delta** page 84

More explosions than South London



# Warzone 2100

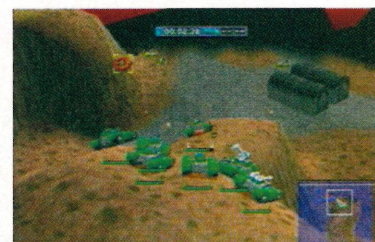
Strategic warfare takes a leap into the third dimension



*This drop ship will take my troops to the front line where they can be butchered like pigs*

Into the valley of death rode the ten thousand. Big mistake! Machine gun nests, mortars and high explosive cannon tend to make a baboon's arse out of light armour. It's chaos. Tanks try to return fire, but are out-gunned and out-manned. There's not enough room to manoeuvre, they can't advance, can't retreat, heavy artillery keeps laying on that heat! Yeah! Get some, you rat bastard sons of bitches!

Message from control: base is under attack! What the..? That cheating



*Good position for a mortar attack. Shame I'm only packing machine guns*

War is the **best toy** a **boy** can have



*This small force has enough power to build an army. Watch this.*

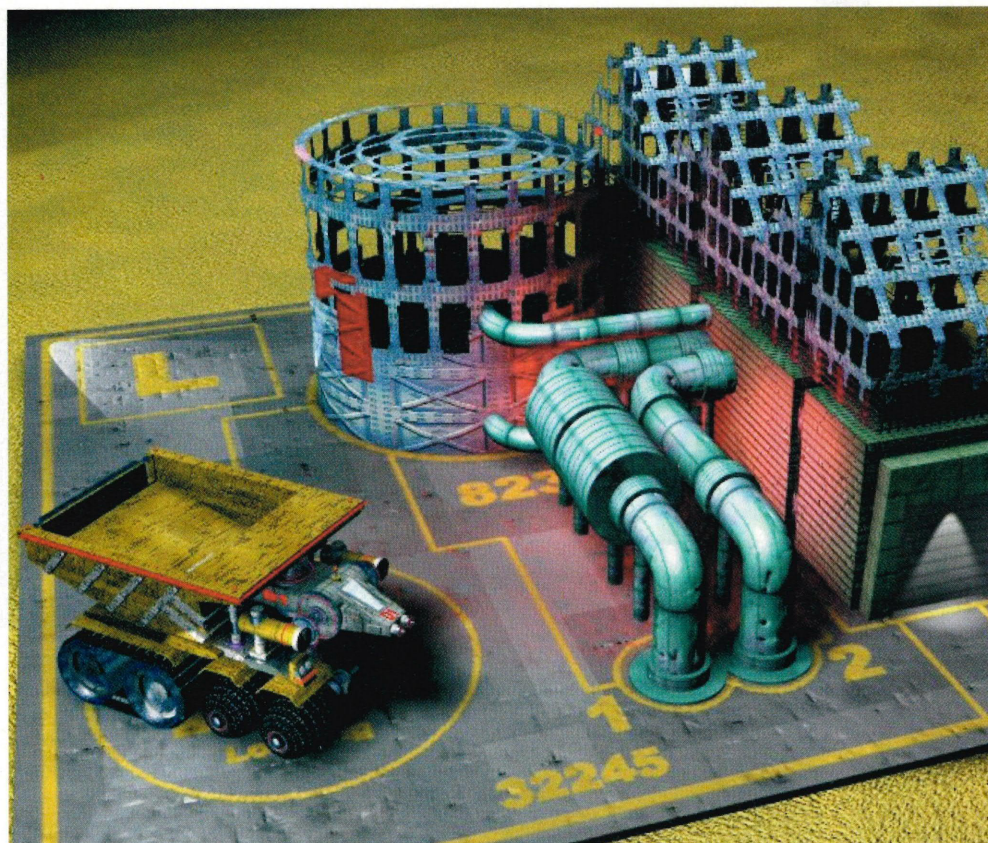


*Just build an oil drilling station.*



*We need a co-ordinator, how about a command centre?*





bastards! The valley attack was just one part of their offensive. I'd better start writing to those widows then?

## gung-ho! gung-ho!

Warzone 2100 takes the Real Time Strategy (RTS) torch lit by Command & Conquer, and runs with it through a minefield. The resulting bloody mess is a leaner, meaner and down right reamer version of the genre, and is as far away from C&C as Richard and Judy is from hardcore Dutch porn.

The carnage kicks off when you defend a small settlement against rampaging



scavengers in a nuclear dusted Arizona. It all seems like your basic fight for survival, until you realise that the scavengers aren't your main enemy. They get their guns from a much bigger, angrier and better equipped faction that don't take kindly to your presence. These hardcore survivalist Nazis start off with better



equipment than you, but it won't be long 'till you've ripped off a few of their ideas and turned their own technology against them.

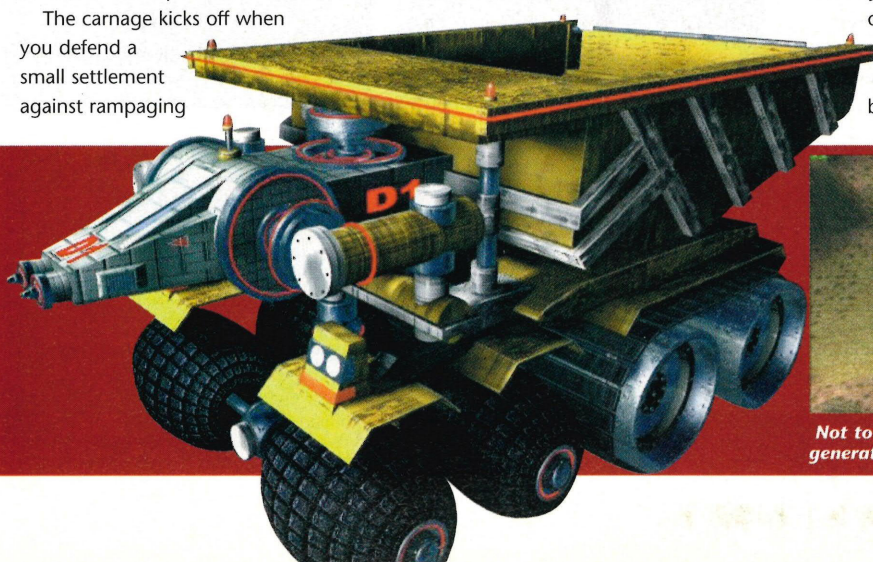
## 'Armies no longer look like they were drawn by Kerry (aged 6) of st Winifred's primary school'

So far we're in well explored RTS country. Build a HQ, harvest some form of energy, in this case oil, and start building an army of death dealing psychopaths. Set up your base, add defensive positions and

then go out there and twat the enemy. But what's this? Everything is in meaty 3D. Armies no longer look like they were drawn by Kerry (aged 6) of St Winifreds primary school. Hell no! Tanks buffet around mountain ridges as aircraft swoop from the skies like flesh-starved vultures attacking cybernetic infantrymen, who in turn get killed on mass – but that's their job.

You can order around an entire tank platoon, or take direct control of one individual unit – and about bloody time too! By having hands on command,

reconnaissance missions become more personal and traumatic as you drive around a hill, only to be confronted with a metallic mass of enemy firepower. Where's that Goddamn reverse gear?



Not to mention a factory and power generator.

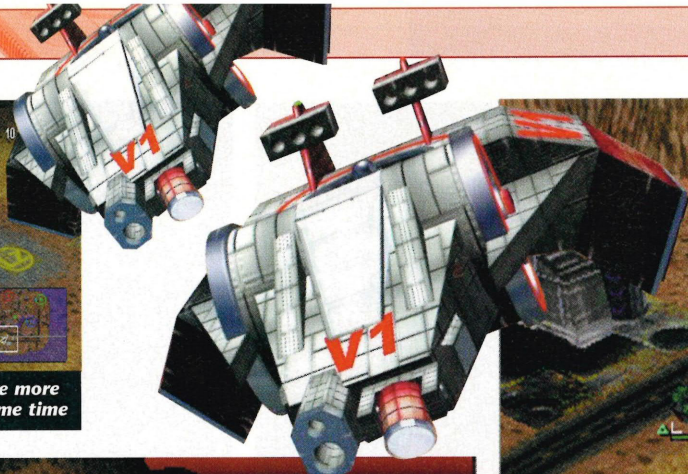


I take a single tank out via direct control. The others can guard the base.





The more factories you have, the more vehicles you can build at the same time



The war boys gather round the drop ship. They just can't wait to get some



Target their machine gun nests, then wipe out the barracks. Grrrrrrrrrrrr!



Take the fighting to the streets in the later campaigns. This is seriously cool!

armour types, you can build 2,000 different ass-whipping vehicles. The design process, like every other part of Warzone, is simple to pull off thanks to Warzone's interface, that's so friendly it's almost sexual.

Everything can be done with a few key presses with not a single pull down menu in sight. It's tricky at first, and the first few times you might make some embarrassing mistakes, but it won't be long 'till your inhibitions are behind you and it's just a case of getting down the business of mass extermination.

knock 'em down

'It happily devours **Command & Conquer's benchmark**, drinks a gallon of weapons strength alcohol, pisses all over K.K.N.D. and is **still ready to go out dancing**'

If you don't have direct line of sight, you won't be able to see, or more importantly, rip to shreds, your enemy. With the use of a few well placed sensor turrets, their locations are lit up via radar, but be warned, vehicles can be escorted

by jammer units that render radar useless, crippling your firing accuracy.

Units positioned high up will be able to see further, so it's a good idea to design a vehicle that is fast and able to climb steep slopes. They don't have to be bristling with guns, instead use them to spot enemy units so your artillery will can target them from miles away.

### search and destroy

The line of sight system can also work in your favour, since machine gun nests can be hidden behind cliff faces and single units can be tucked away, cunningly cloaked by a jammer unit and able to snipe away at hapless enemy passers-by.

### designed for death

New vehicles can be customised, so when you research new technology it can be bolted onto existing equipment. By combining various weapons, engines and

You won't waste hours building a base only to crush the enemy and then start building from scratch on a totally fresh mission. In Warzone, your buildings stay intact throughout a huge campaign. The feeling of power as your base starts to



The urban chaos looks a treat and makes for some tricky battles



It will take more than a pea shooter to breach those walls. Maybe nukes?



I've destroyed the outpost and nicked their technology. Cool



Yeah! I've got improved machine gun bullets. Let's launch an attack...



...on the enemy's main base! This area sure needs cleansing



That's the first mission, nothing too hard, but enough to give you the basics





The valley walls make this position easy to defend. Come on then!



Drop ships can bring reinforcements when you attempt away missions

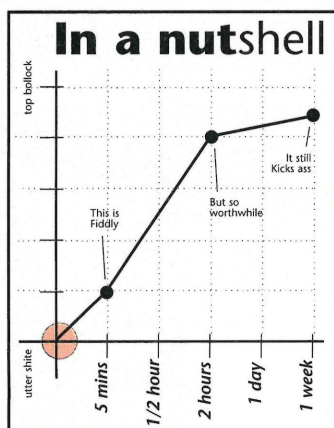
devour the map will have you rubbing your hands together and cackling like cat-stroking super-villain.

Don't get too self-satisfied though, the enemy will send out plenty of scouts to locate your outposts. When they find one, it's rape and pillage time – which won't make that single guard you left with a sharp-looking stick, at all happy. Lose track of your empire and most of your resources will end up in enemy coffers, with them taking the upper hand without you knowing anything about it. Cunning little shits!

Warzone 2100 is one tough bastard of an experience. It happily devours Command & Conquer's benchmark, drinks a gallon of weapons strength alcohol, pisses all over K.K.N.D and is still ready to go out dancing.

What a hero!

Will **PRO**



As my boys get into more scrapes, they gain experience and become harder!



Guess who's just stormed through this outpost. Take no prisoners, kill, kill, kill!



We're gonna cut through those defences like a hot knife through water. Oh yes!



It's less of a battle, more of a feeding frenzy. So much destruction. God yes!



The explosions translate to the dual shock. Ow! My wrist aches. Must stop...

dual shock analogue • memory card • two players

## The Verdict

Out now £34.99

Published by Eidos

Graphics☆☆☆  
Sound☆☆☆  
Gameplay☆☆☆☆  
Lastability☆☆☆☆

An injection of brilliance has been plunged into the RTS genre's heart, bringing it back from the brink and thrusting it to a new level of strategic gaming. Nice one Warzone, if you weren't a disk of shiny plastic, I'd shag ya!

**PRO** 93%  
Ratec

Alternatively: Command and Conquer - Platinum Virgin ☆☆☆



# Actua Ice Hoc

**Action soaked sports pucker, not the best but close to it**

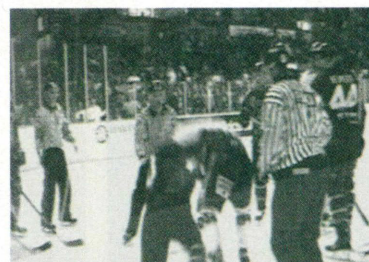
**Y**ou're skimming across a frozen pond the size of a football pitch on two metal rails that resemble customised razor blades. Suddenly a tiny plastic disc comes flying towards you, followed by a man the size of Geoff Capes, except this guy hasn't got a child-friendly grin and a bag full of 'World's Strongest Man' freebies. What he has got is the speed of a bullet train, a look of pain on his face and a big piss-off stick. This is the all-too-real world of ice hockey, captured perfectly this month in Actua Ice Hockey 2.

Actua Ice Hockey 2 comes courtesy of GHL, the Gremlin Hockey League. 27

American and Canadian teams are featured, but Gremlin couldn't get hold of a license to use a real league's title. It's a crying shame, because the Gremlin Hockey League sounds a bit like an ice rink full of giggling, Chinese monsters, whereas a genuine license would have given the game a much more realistic flavour.

## ice, ice, lolly

Down on the ice, a choice of camera views gives you every possible angle on the games, from T.V. to isometric and even an aerial view from atop the scoreboard. In fact, it's only the view from a frozen cameraman beneath the ice that's excluded here. Sorry



*Ice hockey's not known for it's abundance of men stroking each other*

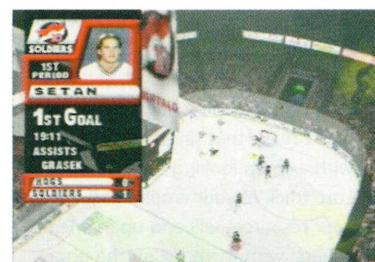


*It's best not to lie on the ice for too long, or you'll never play the violin*

ice hockey fans, maybe next time? The Sheffield Steelers' Premier League team were motion-captured for the players' movements. They were then texture-mapped, so even the shit-scared looks on their faces are genuine. Certain background graphics stand-out too, such as the logos embedded beneath the ice and the coloured spotlights that dodge about the rink in a disco fashion when points are scored.



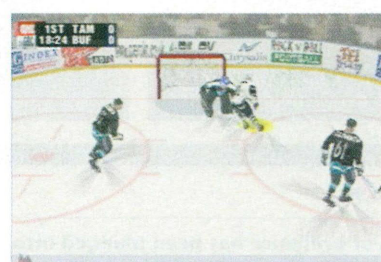
*Now, now, come on lads, pack it in. It's not Reservoir Dogs on Ice*



*Another goal from the player who's one letter away from the lord of darkness*



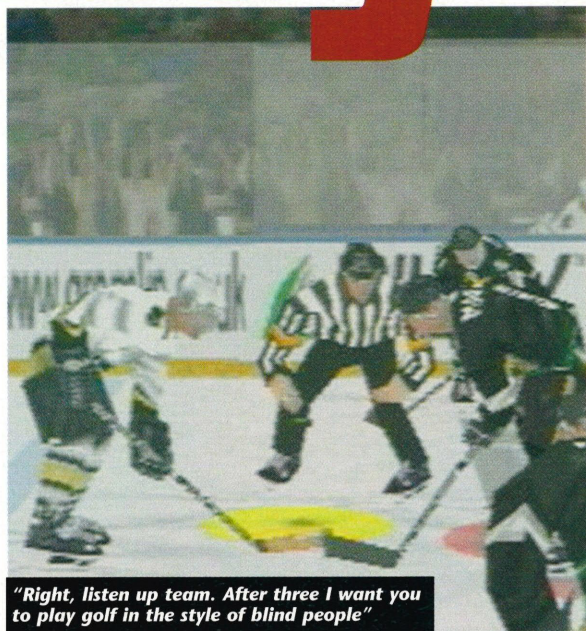
*So you don't lose sight of that tiny puck, it is surrounded by a handy*



*Getting past the goalie is like getting past a two-legged spider with padded*



# key 2



**"Right, listen up team. After three I want you to play golf in the style of blind people"**

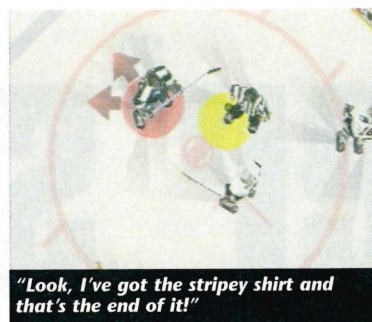
Actua Ice Hockey 2's gameplay unfortunately doesn't quite cut the ice. The success of NHL '99 (the only game that stops this from being the best PlayStation ice hockey game) is due to it's brilliantly smooth graphics and the fluidly realistic way in which the players

slide gracefully about the ice. Actua Ice Hockey 2 features a degree of smoothness in its graphics, but the players look more jagged and move a little more jerkily than in EA's effort. It's certainly not unplayable, it just isn't the top game out there.

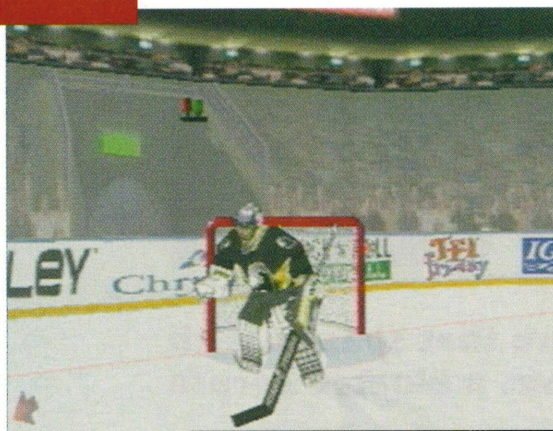
## bright lights

Loading up the game, after a brief intro, scored by atmospheric indie band Mogwai (wonder why Gremlin chose a band with such a name?), players can choose from a comprehensive set of options and a customise feature that allows you to create a league from all the teams available.

The exhibition option gives you a choice between full-rules ice hockey games on full-size rinks, or Arcade style puckabouts on smaller rinks to introduce some seriously fast-moving ice action. There's also a practice option, packed with penalties, breakaway, powerplay,



**"Look, I've got the stripey shirt and that's the end of it!"**



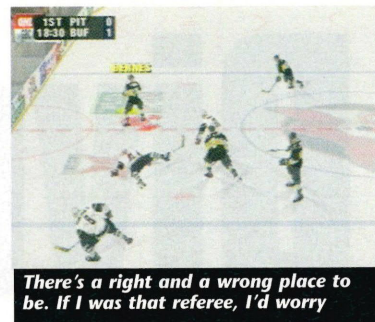
**"I hope they don't come near me with that fecking puck. I'm only twelve!"**

shooting and team-play mini-games to get that deadly stick swiping in order.

So here's the rub. The graphics, sound and gameplay all do the business. In terms of ice hockey games in general, this is hard to fault. On the other hand, it is also difficult to recommend another ice

hockey when you could get yourself a copy of NHL '99, and own the best. If you're a fan of the sport, you're probably going to get this anyway, if you're not a big fan of the ice hockey though, get NHL '99.

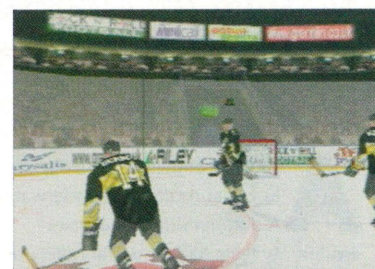
Will



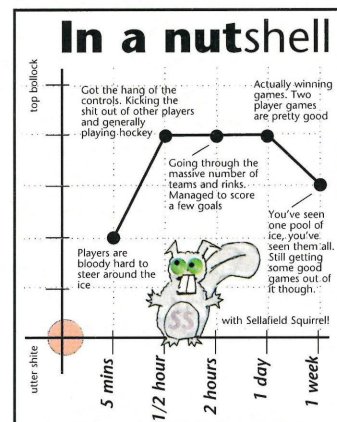
**There's a right and a wrong place to be. If I was that referee, I'd worry**



**... and then an alien beamed down right onto the ice. Which was odd**



**The hardcore hockey action looks fabulous in close up**



## The Verdict

Graphics ★★★★★  
Sound ★★★★★  
Gameplay ★★★★★  
Lastability ★★★★★

Out now £34.99

**Gremlin have done it again with another fabulous game that just misses the mark. The game plays well, looks good and sounds brilliant. If it wasn't for NHL '99, this would be whole-heartedly recommended.**

**Alternatively:** NHL '99 - EA Sports ★★★★★

dual shock analogue • memory card • two players

Published by Gremlin

**PRO 87%**  
Rated

PlaystationPro

June 1999



# Diver's Dream

**Washed up adventure that spasms with repetition and leaves a bloated corpse**

**A** shoal of angelfish swims by me as I float motionless underwater. A dolphin ducks and dives around my feet. Aaah, the tranquility of deep-sea diving. Wait a minute. What am I doing here? Oh yeah, I'm out on a salvage mission to retrieve some keys from a shipwreck. Sod it, that's boring. So what else is there to do? Hang on a minute, I've only got a snorkel and I'm 200 feet beneath the ocean. Shit.

This is Diver's Dream. An underwater adventure brought to you by Konami, the people who made Metal Gear Solid and should know better. The story concerns one deep-sea diver's search for adventure and fortune on the high seas. Jean is introduced to Roberto, an old pro

diver with a good line in accidental innuendo. As you take control of Jean, you're given missions to dive down to the ocean floor and search shipwrecks for valuable objects and stuff you can sell on to the local wide boy. What's that? A Great White shark! Don't worry it'll go away in a minute.

## fighting for air

Once you've flicked through the talky bits, where Jean meets all the characters and gathers equipment for his first dive, it's out onto the ocean with Roberto. After the first few dives, Roberto points to Gigantic Matilda, the shipwreck and not the overweight porn star. This is the main part of your mission, to swim

Jean is given his mission to salvage the treasures beneath the ocean



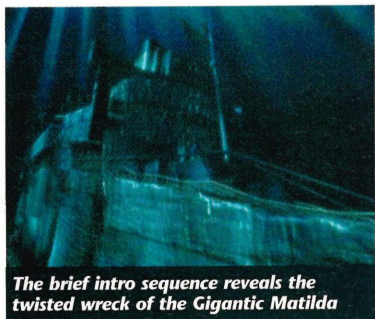
**Gigantic Matilda**

For a detailed history and an annotated list of the ship's crew, see the book 'The Shipwreck' by John H. Coatsworth

**'After the first few dives Roberto points to Giant Matilda, the shipwreck and not the overweight porn star'**



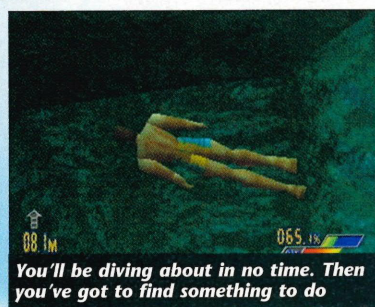




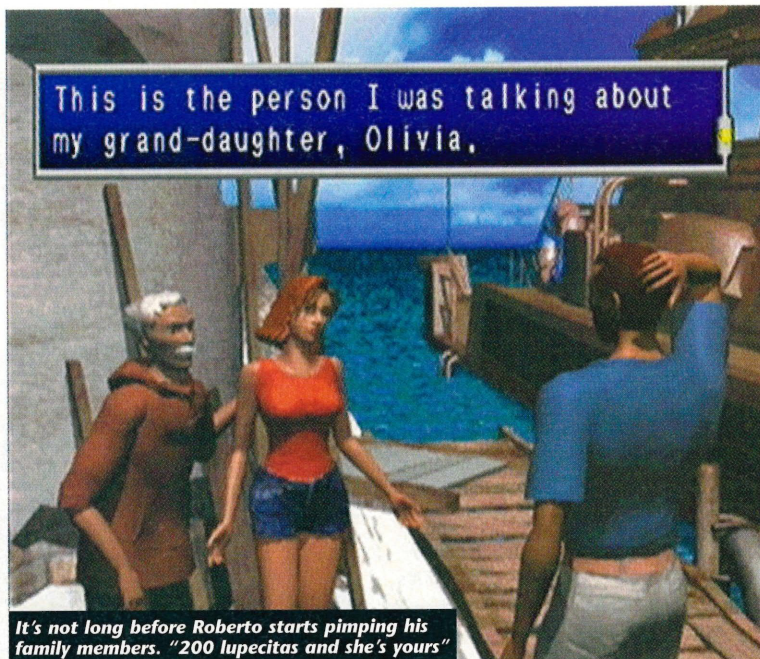
The brief intro sequence reveals the twisted wreck of the Gigantic Matilda



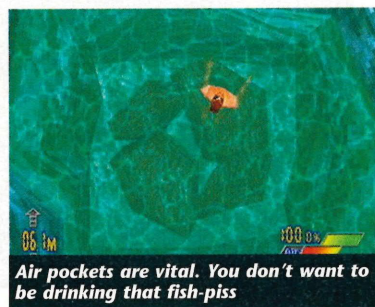
Basilio can sell you diving equipment, he also does a good line in high-grade skunk



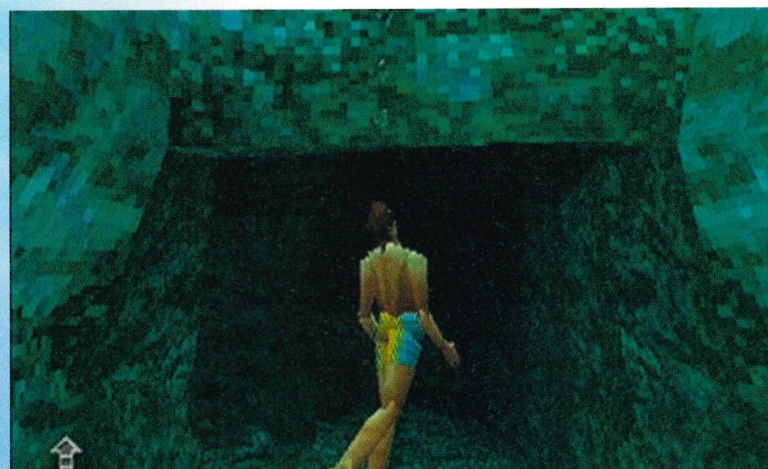
You'll be diving about in no time. Then you've got to find something to do



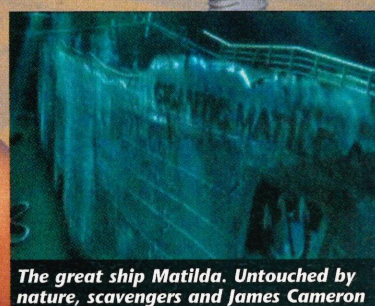
It's not long before Roberto starts pimping his family members. "200 lupecitas and she's yours"



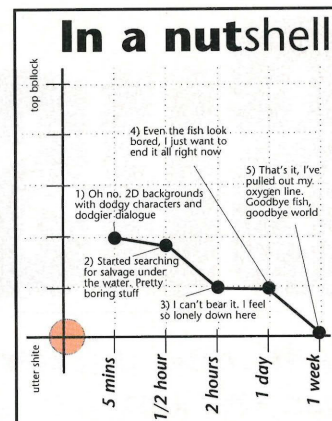
Air pockets are vital. You don't want to be drinking that fish-piss



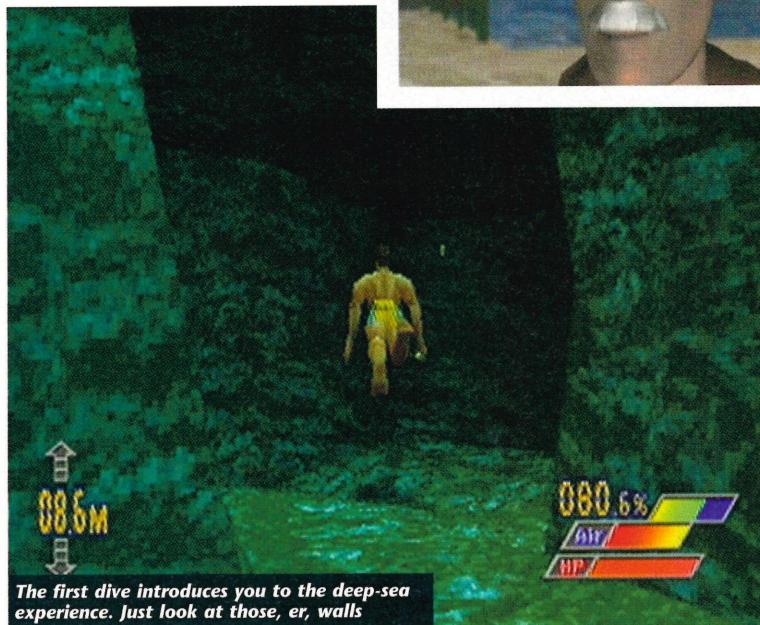
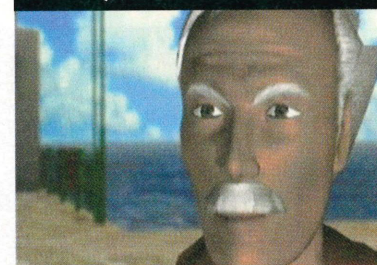
Floating is just as satisfying as salvage finding. But get an air tank first



The great ship Matilda. Untouched by nature, scavengers and James Cameron



This is Roberto. A very dodgy geezer with an eye for fame and fortune



The first dive introduces you to the deep-sea experience. Just look at those, er, walls

through the Titanesque Matilda and collect the six keys. Phew, it's getting a bit hot in this mask, maybe I should swim to the surface?

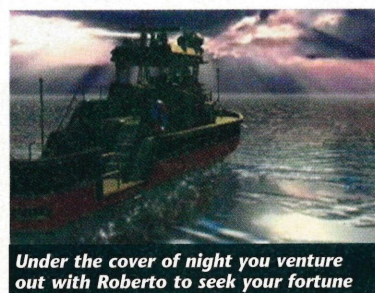
## last gasp

Jean is approached by a number of nasty crustaceans as he traverses the old wrecks. He gets paid extra for ridding the local lagoons of man-eating sharks, and collecting lost items. The trouble is, these missions don't get any more interesting as the game goes on. You watch Jean from a third person perspective, swimming through endless corridors, picking up bits of rock. Choke. It looks a

bit like a Tomb Raider sub-game, but without the sub. Isn't that the bird out of the hairspray ad? No, she's gone.

It may be an original idea to produce a game based around deep-sea diving, but Diver's Dream is more than enough proof that original ideas aren't always the best. Do I hear flutes? Even if the graphics were better and Jean didn't get stuck on every corner he tried to get round, it wouldn't detract from the smell of rotting fish that is the gameplay. A great light appears before me. My lungs implode with the weight of the water. Holy f\*ck!

Sam PRO



Under the cover of night you venture out with Roberto to seek your fortune

## The Verdict

Out now £39.99

Graphics ★★★★★  
Sound ★★★★★  
Gameplay ★★★★★  
Lastability ★

Deep-sea diving, says it all really. The idea of floating about, collecting bits of rock from the seabed may appeal in the same way that sleeping does, but it's not what PlayStations are made for. Relaxing and seriously boring.

Alternatively: Tomb Raider III - Eidos Interactive ★★★★★

dual shock analogue • memory card • one player

Published by Konami

PRO 45%  
Rated



# Bust-a-Move 4

**Maddening puzzler that's brighter than the sun**



*It's weird, I can't think of anything smutty to say. Oh Yeah, KNOB!*



*Another message that's popped out of a mentally unbalanced fortune cookie*

**'The gameplay's familiar, but there are plenty of new features, all tastier than crack-coated Frosties'**



*Lose a level and you can try it again with the help of this targeting line*



*These are the troubles that you find, in the pulleys of your mind. Wow!*

**G**ive me a straightforward challenge: staple Satan's nuts to a desk, find the seven navel piercings of Karabboo or give a pointy-hatted wizard a good arse-kicking. If it's not about spilling some red or finding an ancient sharp and freaky object and shoving it into evil's heart, it's about burning tyres or beating a pop-tart dating football team into submission. Here's the game, that's your goal. Plain human aggression. Sorted.

Enter Bust-A-Move 4 and the question is: why am I still playing this? No one's dead or bleeding, no one's crashed and crippled; it's 5:30 in the god-damn A.M and I can't stop grinning! What's happening to me?

## just one fix.

Addiction begins to tease your body – fire a psychedelic bubble up screen and match them all up, three identical bubbles will explode. That's the basic idea, and that's where it all started.



*He's in the middle of a chain reaction, He'll get a medal if he wins this action!*

De-bubble an entire screen, the level is complete and every thing is cosy. Not bad, one more game before bed. Too Late! The urge to push on reaches your eyes and starts flicking your brain – A few easy levels, just to get the swing of things. Bubbles fill the screen – can't get

rid of them quick enough. If I don't blink soon I'll go blind. Heart starts to pump in my ears, eyes twitching along to the tunes. Just bounce a green one... up

there... around that... Arghhh! Game-over. Withdrawal.

Bust-A-Move junkies will recognise the familiar gameplay, but there are plenty of new features, all tastier than crack-coated Frosties. The new pulley system is either a vision of medieval hell or a cunning brain pumper. Make no mistake, this one comes straight from the Spanish Inquisition. It will tease you – an empty screen, a sinister looking pulley and a few harmless looking bubbles. Piece of piss. Try to destroy the bubbles. Shit, they're weighing the pulley down! Balance the pulley, chuck one on the other side, get it level. Take it nice... and... slow. Think. Pulleys attached to pulleys, bubbles on pulleys and all the WRONG COLOUR! It's getting close.



*I am Perv. Go on, show us yer furbie – just give us a peek. Bah! Spiritual chicks, who needs them?*



*This old fart is ready to cack his khakis! One more line and it's goodnight Vienna*





Stress makes your blood expand, your nose will bleed with the pressure. Christ, it tastes so good!

Link up a group of bubbles with one shot and a fireball is created. Here comes a chain reaction! A fireball bounds around the screen like a bitch in season, any pairs of matching bubbles are obliterated. You can even set off yet another fireball – help me, I'm dripping! These new additions makes the difference between arse-bleeding failure and smirking-like-a-pig-in-shit victory. Not only does the pyro-display look good, but play against a buddy and they can get ready to have a few extra lines dumped on their screen – all at once, without warning – I hope they start to cry, that would be the best.

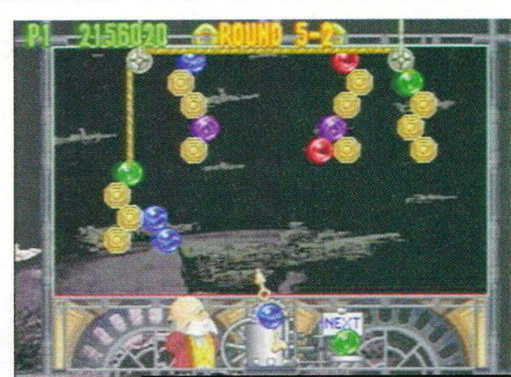
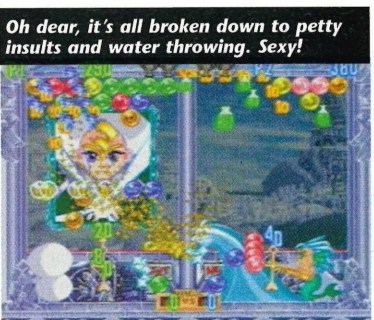
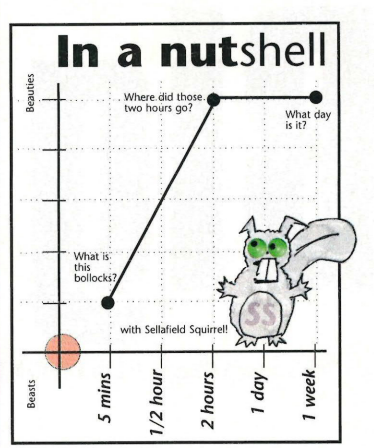
**massive bubble busta!**

Bust-A-Move 4 may be low on blood and guts, but forget bitch-slappin' your mates on Tekken, make them choke on bubbles and laugh in their face as they drown. It's more satisfying than holding your water for a week and having a piss in a four star toilet, especially if the toilet is blocked with the head of that



bastard P.E teacher from fourth grade. Yes, it feels that good, and a whole lot healthier too.

Buy Bust-A-Move 4 and in 50 years time your grandchildren will want to play it in their little space suits. Play against a friend,



**'These new additions make the difference between arse-bleeding failure, and smirking-like-a-pig-in-shit victory'**

play against the machine, customise levels, play arcade or story. Play it sober, play it drunk – you're not going to beat it. You won't care though, it's too late for you now, you're an addict and your soul belongs to the bubbles.



## The Verdict

Graphics ★★★★★

Sound ★★★★★

Gameplay ★★★★★

Lastability ★★★★★

Out Now £34.99

After an hour your pupils dilate and your muscles work so fast, ecstasy fuelled panthers can't catch you. Okay, that may OTT, but when I close my eyes and see a million mile-wide bubbles flying towards me, that's pretty bad shit!

Alternatively: Bust-A-Move 2 Acclaim ★★

Published by Acclaim

**PRO 92%**

Rated



# Big Air

**Potential ripsnorter boarder ends up as a wet girlie peep**

**W**e were promised cold days on the piste and hot nights on the piss. We were coaxed into thinking we'd spend nights with rich bitches and sex-starved chambermaids. But what did we get? A snowboarding travesty that resembles a shagged-out dry ski slope in a run-down Pontins in Devon, rather than the black runs in San Moritz. Jerky, awkward and downright annoying, it has all the effect of a Little Tommy Squeaker next to the knicker-ripping Cool Boarders.

Big Air 'boasts' 30 international tracks, each one covering the five disciplines (Half Pipe, Big Air, Slalom Boardercross and Freeride). Although the selection is adequate, there's nothing new to be seen, especially if you've experienced the downhill thrills of other snowboard titles.

This lack of originality, combined with the fact that there's only three game modes, makes Big Air a flatliner in terms of excitement. Even though the World Tour mode will entertain for a while as you tackle a series of Freeride or

Boardercross courses, the single- and two-player modes are about as alluring as shagging a dead goat.

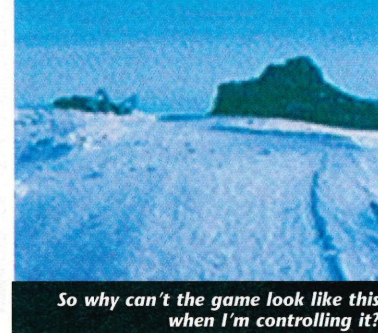
## air fare

However, the biggest hindrance is the unresponsive control system. Even with an analogue pad, characters transform

**'It could have been beautiful, but Big Air's got more flaws than the skin of an acne-ridden adolescent'**

from being ballerinas of the snow (if you will) to pissed-up students on ironing boards. It's a case of commanding a turn and then waiting for about five minutes before something happens, by which

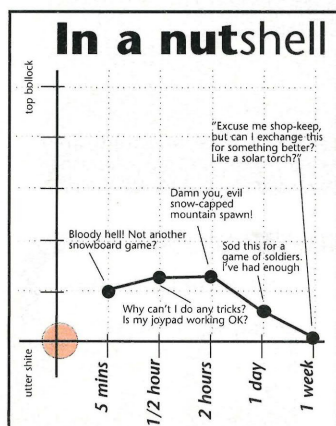
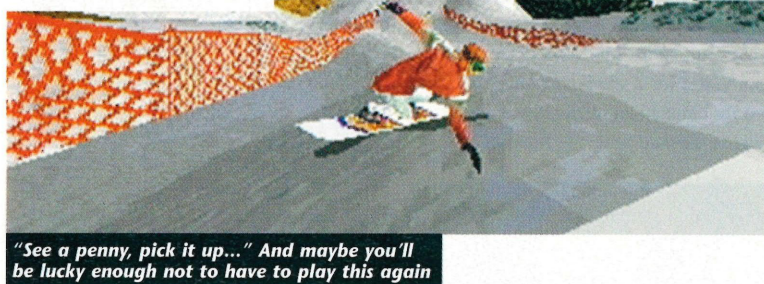
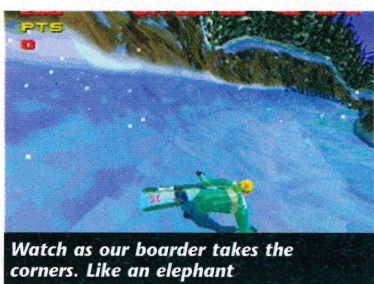
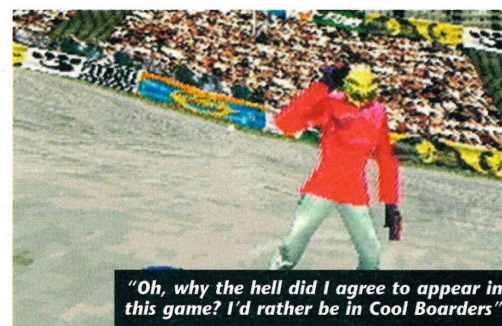
point your character is arse-up in a snowdrift. It's the same deal with the tricks, as no matter how well they're timed, they're impossible to pull off without a degree in manual dexterity.



The result? Players watching and weeping as characters end up sprawling across the slopes.

This could have been a beautiful moment in snowboarding history, but there are more flaws in Big Air than the skin of an acne-ridden adolescent, and the game speed is seemingly compromised to make way for very average-looking graphics.

Kay



## The Verdict

Graphics ★★  
Sound ★★  
Gameplay ★  
Lastability ★

Out now £39.99

dual shock analogue • memory card • two players

Published by Electronic Arts

Not as unattractive as sloppy dog crap (the beige stuff), but then again, it's not exactly a work of art. Spending £40 on this would be a criminal act, so if you want to get carted away by the taste police, you know what to do.

**PRO** **45%**  
Rated

Alternatively: Cool Boarders 3 - Sony ★★



# Rampage 2



## Universal Tour

**Dreary demolition job despite some comedy carnage**

It's back. So is it bigger, badder and better than ever? Sporting more overhaulage than a Kwik Fit locker room? Of course it isn't, it's still Rampage, what else could you possibly do to make this any better than slightly funny, but mostly cack? You'd need a PHD in 'not being shite' to transform this brick breaking bastard into something more worthy of your time and money. But GT Interactive obviously feel it's a tried and tested formula worth sticking by, but then they also thought MK Mythologies was the best thing since Mr Allinson got himself a slicing machine.

### slam sham

There are three new characters running the rubble filled streets of the world in this follow on from Rampage World Tour, but everything else is older than old hat – think Noel Edmonds in a shell suit with a clapping hands baseball cap and you'll get the idea. Don't get me wrong, there

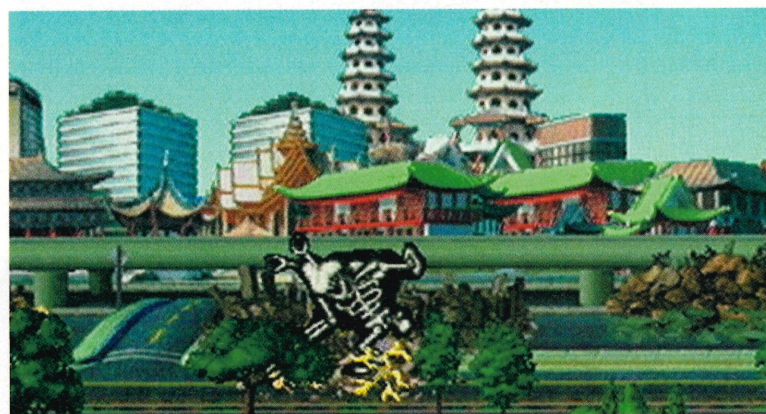


Ralph, Lizzie and George need rescuing from across the globe. Leave them be

was once a time when Rampage was a game worth losing a gonad for, but after being bombarded with quality PlayStation games for so long there's nothing here worth dropping a bollock for. Mine are staying snug in my slacks, at least where Rampage is concerned.

### smash 'n' don't grab

I almost feel guilty being so harsh, as the new characters, higher res visuals and coolly rendered intro signal that GT have realised Rampage's attempts to cheat



Shock Lobster! Ruby gets 1,000 volts up her ass.... One of the few bright spots

Mitchell's bra, is growing less useful by the minute.

You run, you climb, you smash buildings and eat people. Oooh! Duke must be soiling his denims right now. It still raises the odd chuckle in two player, but when you smash alone it's a breakneck bus ride into boredom town. All the cities in the Universe, and most of them appear at some point, wouldn't add enough to raise the value for money stakes here.

Which is why you should continue snubbing Rampage, unless you have money to burn, and are daft enough to do it too.

James



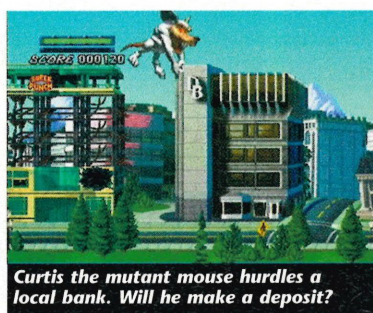
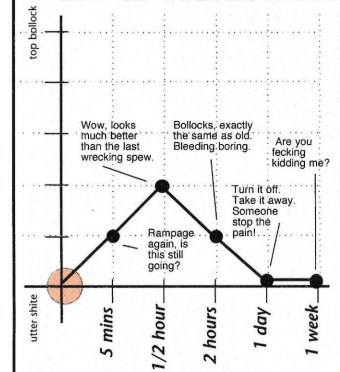
You're a monster target, and get constantly bombarded by the enemy



'Like Peggy Mitchell's bra Rampage is growing less useful by the minute'



### In a nutshell



Curtis the mutant mouse hurdles a local bank. Will he make a deposit?



Watch out for the power-ups and the trap-snacks left by terrified townsfolk



In beast-to-beast, Ruby needs her super punch to win, and Boris invulnerability

### The Verdict

Graphics ★  
Sound ★  
Gameplay ★  
Lastability ★

Out now £34.99

It looks better than before, and if it weren't for the fact that previous Rampage's looked worse than Pat Butcher in a two-piece, that would be commended. Fact is, Rampage is dated, dreary and much in need of a permanent rest.

dual shock • memory card • three players • multi-tap

Published by GT Interactive

**PRO** 36%  
Rated

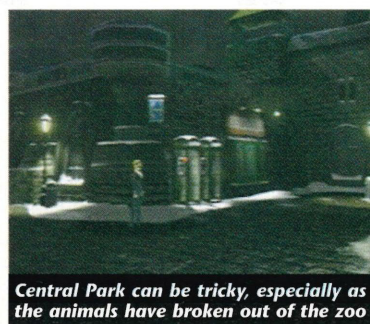
Alternatively: Trash It – GT Interactive ★





# Parasite Eve

**Style loses out to content in an atmospheric but disappointing adventure**



*Central Park can be tricky, especially as the animals have broken out of the zoo*

**C**arnegie Hall, New York. Hundreds of opera fans stare in awe as the diva on the stage sings like a tom cat on heat. She hits a high note and the crowd begin to tremble in their seats. Screams fill the air as heads explode. Bodies are engulfed in fire, elbows burst into flames. Shocked onlookers dive from the balcony. A lone survivor, tall, slim Aya Brea stumbles jerkily towards the stage, escaping the flames. Escaping the cinematic glory of the gorgeous intro sequence. It's gruesome, it's grisly, it's poorly animated. It's Parasite Eve. The action takes place in a New York on the brink of destruction by a sinister assassin. A micro-organism has developed consciousness and evolved and multiplied to become a serious threat to the human race. Mitochondria (the microorganism that lives within human cells and produces vital energy for living things) has its own genetic code and the ability to grow of its own accord. This

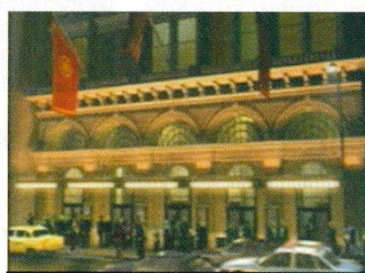


*The intro sketches a picture of New York before the virus takes hold*

## Foreign Muck

PlayStation Pro makes a point of not reviewing hordes of import games. Why? Because the fact they aren't released in this country generally means they are, frankly, shite. Or at the very least not likely to appeal to what the publisher perceives as the "European style". Or something. And besides, the big games such as R4 and Final Fantasy VIII get a British release and we know you'd rather read about what you're going to play.

But. On certain occasions, when we find an interesting prospect which for whatever reason won't see the light of day over here, we'll tell you about it. It seems to make sense to us - let us know if you disagree.

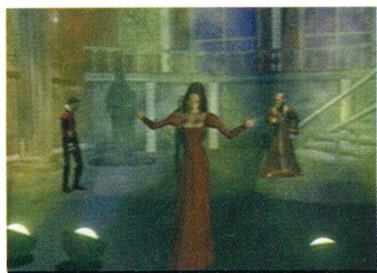


*It's a quiet American Christmas, all rendered in smooth, crisp graphics*

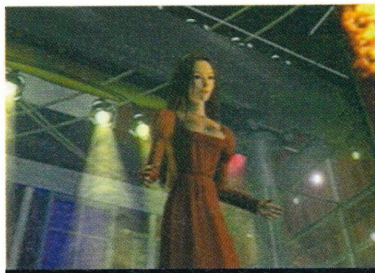


*Then the game begins and it's clear that all the work's gone into the cut scenes*





The beautiful Eva has a secret that soon appears in all its terrifying glory

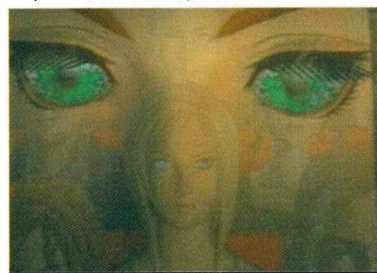


Eva sings her heart out whilst unleashing the a terrible death blast

mitochondria has evolved and taken over at least one human already, Parasite Eve. Only Aya Brea has the power to resist Eve's energy.

## eve of destruction

As you take control of Aya, it becomes clear that the intro sequence and the cut scenes that follow are completely separate entities from the game itself. Each CGI sequence is brilliantly rendered and run as



Aya Brea is spotted in the audience, has Eve finally met her match?

smooth as ice cream from a hot spoon, presenting the kind of graphics we are used to seeing in a Squaresoft product. Unfortunately, these graphical marvels don't meld well with the actual game. Once the intro ends, you take control of Aya, a tall, slim sprite that skips along at the rate of Stephen Hawking with his brakes on. When you apply the run button, Aya breaks into a spasmodic jog yet hardly covers any more ground than when she was walking.

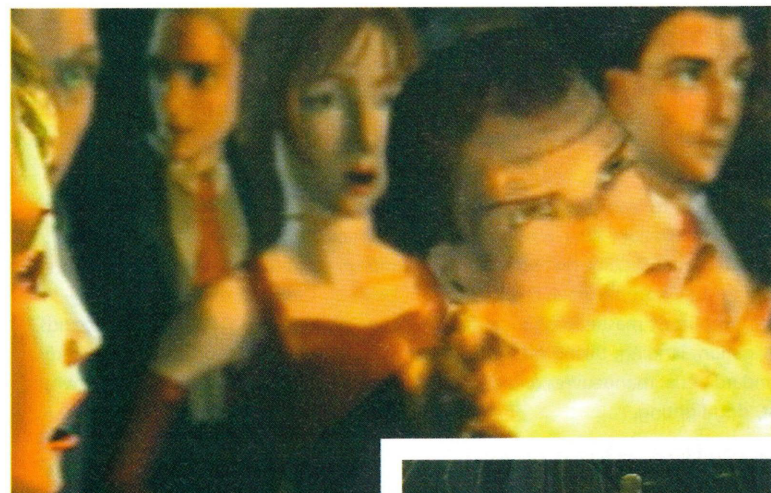
As Aya searches for the truth about her past whilst attempting to defeat Parasite Eve, she comes up against numerous nasty creatures. The battle system is

**'Aya, a tall, slim sprite that skips along at the rate of Stephen Hawking with his brakes on'**

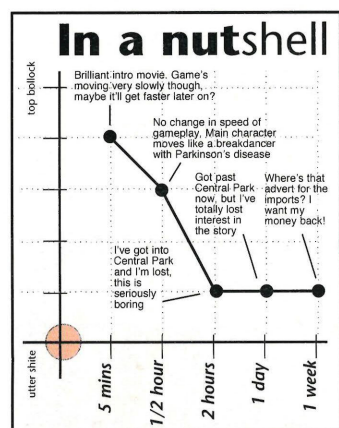
actually quite different from past ideas. When Aya is approached by one of the genetic mistakes, a dome-like wireframe appears covering the area Aya can reach



CGI splendour continues as the crowd run around like roasting chickens



The audience burst into flames – so that's what happens at the opera?



Aya follows a young girl who provides clues to her past, and she's a bit pervy

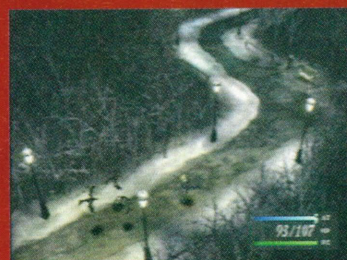


Below the theatre lies a few bonus pick-ups together with a few shocks



Aya's next port of call is the Museum, where Dr. Klamp will provide clues

## Evil bitch



When the creatures attack, Aya must run around to avoid them until her energy is full



When Aya strikes back you are shown a wireframe of her weapon's range. She then has to choose a target



Aya and her foes can use magical powers. Eve and Aya both use the mitochondria to their advantage



When the target zone is shown, you see how many bullets Aya can fire at the enemy at a time

with the weapon she is carrying. This interesting idea, however, falls apart when you realise that this just makes killing the monsters a lot easier. The battle sequences become increasingly repetitive as the game goes on, making the whole shebang incredibly boring.

Parasite Eve does have it's own dark atmosphere that is effective to a point. Some of the background graphics are nicely drawn, the characters and storyline are well worked out, but all this isn't enough to cover up the poor control system and repetitive aspects of the game. A patient, adventure freak maybe the only player to find anything of interest in the gameplay. Apart from that it would be a shame to pay the price of postage on an import game, just to see the cut scenes.

Sam PRO

## The Verdict

Graphics ★★★★★  
Sound ★★★★★  
Gameplay ★★  
Lastability ★★

Out now £44.95

An attractive adventure that turned out to be a right disappointment in the shape of jerky controls, repetitive gameplay and all round boredom. Only worth a look if you're a patience freak who loves cut scenes.

Alternatively: Resident Evil 2 - Virgin Interactive ★★★★★

dual shock analogue • memory card • one players

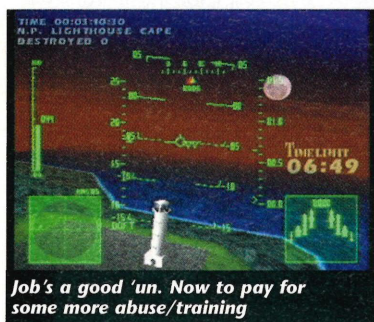
Published by SquareSoft

PRO 63%  
Rated



# Wing Over 2

**A brave attempt that's ended up as a flight school for idiots**



Job's a good 'un. Now to pay for some more abuse/training



I know it is. So good that I think I'm gonna crash into it right now!

*Delivering lightbulbs could be dangerous (ooh it could!) I'd better arm myself*



Okay, so I'm crap. But have you seen the plane? It's friggin Airfix!



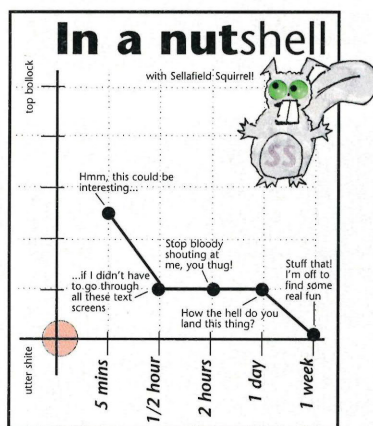
When your plane's a ball of molten metal, thank God for obvious bastards



Look at the beautiful scenery, all seamlessly joined together!

Manuals like phone directories and obsessive attention to detail aren't PlayStation regulars, we leave that to the PC geeks. So if you're looking to leap into the hot-seat of a MIG Fulcrum or an F-18 Hornet, boy are you gonna be pissed.

Rather than getting straight into a jet and taking off into the wild blue yonder, you're instead frog-marched through



**'If all you want to do is lay waste to a Serbian farmstead you've come to the wrong place'**

Flight School to learn the ground and sky-rules of aviation. After wading through a multitude of text screens, four training stages are thrust at the L-plate pilot, who must master everything from navigation, landing, taking off, bog-standard aerial manoeuvres and at long last, dog-fighting.

## nosedive nightmare

At school you're treated to a torrent of abuse from a tutor and only after passing the final exam are you're given access to all the game's 26 planes. You can then try them out in free flights or create missions of your own using the game's mission generator.

Having to go through this process is so annoying that you'll probably end up quitting before you've finished your

training. You see, every time your instructor shouts and fails you, it costs money to go back for another verbal beating. Cash can only be earned by running a variety of flight-based errands, such as delivering food parcels to needy islanders, which begs the question: why do you need flying lessons if you can already fly?

If all you want to do is lay waste to a Serbian farmstead, you've come to the wrong place. Flight simulation is best left to the PC owning hobbyists who like dabbling paint on Warhammer figures and tinkering with the mossy hillocks of their train-sets (but at least the PC can manage the graphics!). Wing Over 2 just goes to prove that this type of game doesn't work on a console.

Kay

## The Verdict

Graphics ★  
Sound ★★  
Gameplay ★★  
Lastability ★

Out now £39.99

Had you been able to get straight into the plane and go for a sky-high joyride, this would have been a crap-looking but bearable waste of time. But you can't, so if you want a decent flight sim, you're gonna have to find it elsewhere.

Alternatively: Ace combat 2 - Namco ★★

dual shock • analogue joystick • memory card • one player

Published by JVC

**PRO** 43%  
Rated



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Crime Killer ..... 0906 220 1247  
Test Drive 5 ..... 0906 220 1248  
New Update! FIFA 99 ..... 0906 220 1249  
Final Doom..... 0906 220 1250  
New Update! A Bug's Life ..... 0906 220 1235  
New Update! Rollcage ..... 0906 220 1236  
New Update! Tomb Raider ..... 0906 220 1237  
Road Rash 3D..... 0906 220 1238  
Colin McRae Rally..... 0906 220 1239  
Formula One '98..... 0906 220 1240  
New Update! Crash Bandicoot 2..... 0906 220 1241  
Rayman ..... 0906 220 1242  
World Cup '98 ..... 0906 220 1213  
New Update! Gran Turismo ..... 0906 220 1214

New Update! Grand Theft Auto ..... 0906 220 1215  
New Update! Tomb Raider 2 ..... 0906 220 1216  
Final Fantasy VII ..... 0906 220 1217  
Resident Evil 2 ..... 0906 220 1218  
Tekken 2..... 0906 220 1219  
Die Hard Trilogy ..... 0906 220 1220  
Tekken 3..... 0906 220 1221  
Crash Bandicoot..... 0906 220 1222  
New Update! Tomb Raider 3 ..... 0906 220 1223  
FIFA RTWC '98 ..... 0906 220 1224  
Micro Machines V3..... 0906 220 1225  
Abe's Exoddus ..... 0906 220 1226  
Alien Trilogy..... 0906 220 1227  
New! Ridge Racer 4 ..... 0906 220 1228  
Command & Conquer ..... 0906 220 1229  
Resident Evil..... 0906 220 1230  
TOCA Touring Cars 2 ..... 0906 220 1231  
WCW Nitro..... 0906 220 1232  
Crash Bandicoot 3 ..... 0906 220 1259  
Duke Nukem..... 0906 220 1260  
Apocalypse ..... 0906 220 1261  
Soul Blade ..... 0906 220 1262  
Tenchu: Stealth Assassins ..... 0906 220 1263  
New Update! Premier Manager '99 ..... 0906 220 1264  
TOCA Touring Cars..... 0906 220 1265  
Brian Lara Cricket..... 0906 220 1266

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**100 Top Games**  
up for grabs!  
**Win all Top 8 games this month**  
92 runners up - prizes of Game Of Your Choice

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Matthew Clarkeson, start partying right now, cos you've won our top prize of £500 worth of PlayStation games! Also Pete Harrison and Anthony Field can start celebrating now because they have boosted their games collections by £250 each. Nice one you lot!

Phone our free access line compo and answer a very simple question and you could find yourself in the same position as Bryan Cox who has grabbed eight top notch games. 92 lucky people have won the game of their choice.

We can't believe the quality of the cheats you tell us about but we still want more. If you come up with the best cheat of the month we'll give you a first class game that you can choose, like K Singh who has chosed the insect crazy A Bug's Life.



# Yoyo's Puzzle Park

80's platform action meets 90's extortionate prices



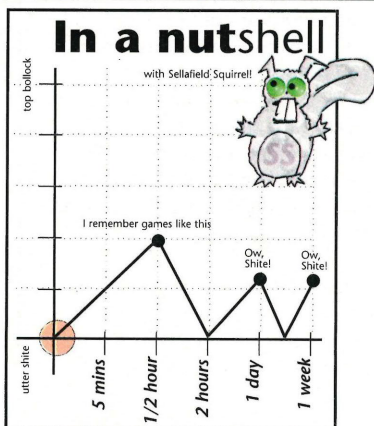
Pam Anderson's rock hard breasts are on the loose again. Get me a net!



Use those Ribena bombs to kill the baddies. Simple yet bloody annoying



The "simulator" stages are there to make you puke. They will too!



Oh it's a theme park of dreams and hope - for Vlad the Impaler!



Welcome to Nanoda Paradise, a theme park of dreams and hope!

**A** hot poker up your arse? Maybe a nice stretch on the rack? No, that's not enough to break you. Guards! Fetch me a fresh copy of Yoyo's Puzzle Park. Oh yes, make sure the controllers are Dual Shock! What have you done to deserve this? Nothing, I just didn't get laid last night.

Armed with a pop gun and the ability to kick cutesy bombs into life, it's now your job to take on a screen of "Old School" bad guys. They will go out of their way to piss you off, and God, are

they good at their job. The gun will knock them into unconsciousness, the bombs will vaporise them. Simple set-up, but that's the beauty of this torture. It seems so innocent, but in reality, it's out to make your life a living hell.

## forgive me father

Purest evil can come in many forms. In Yoyo's puzzle park it has assumed the guise of cuteness. What a bastard! Level upon level of different platforms to wiggle around and slightly varied

enemies to destroy. Their movement varies from simplistic to downright annoying. The "puzzle" is to work out how to use the bombs, platforms and your trusty pop gun so everything is blasted to death.

Complete a single screen level, and it's more of the same - but more frustrating. Touch the enemy and you die. Get caught by an explosion and you die. Play the game and you'll...be begging for that poker.

Two player is the good cop in this interrogation. By pretending to be fun, you're led in to a false sense of salvation. After a few games you're mate will turn to you and say "that's not too bad, now let's play something else." And then, at the end of the evening they'll leave you. Yoyo's CD will be sitting smug beneath the empty beer cans and rotting pizza. Maybe a quick game before bed? Don't do it! Unless you're prepared to purify your body with a barbed wire whip, 'cos that's the only way the frustration is going to be released.

Will PRO

'Purest evil can come in many forms. In Yoyo's puzzle park it has assumed the guise of cuteness. The bastard!'



The water goes up and down, giving you the chance to kill hard-to-reach stains!



Collect the tickets, explore the park. Easy? It's a bloody nightmare

dual shock analogue • memory card • two players

## The Verdict

Out now £34.99

Published by JVC

Graphics ☆☆  
Sound ☆  
Gameplay ☆  
Lastability ☆

Only a 20 times a day wanker would spend money on this shite, spend a few quid on a rental, don't expect much and make sure you play it in a padded room. Play it one player and you'll fathering Satan's chubby baby in minutes.

Alternatively: Bomberman - Hudson ☆☆☆

PRO Rated 28%



# Need For Speed

**New twist on an old idea, but needs another turn to challenge the leading pack**

**G**ive me speed! No, not the powdery stuff that turns you into a gibbering monkey and shrivels your bits into a wizened chipolata, but the velocity variety. That G Force-induced, mad grinnin' faceache you can only get from spitting flies out of a Pirelli decked cruise missile, whilst your blonde strumpet is ground into her seat, with her double-Ds flapping enthusiastically over her shoulders.

Once wowed by Need For Speed, Gran Turismo and Ridge Racer Type 4 have put the series in rehab, with the old games looking like ageing cold turkeys. However, despite it having more knockers than a lactating pig, the latest NFS game has arrived to prove that it doesn't give up the fight easily.

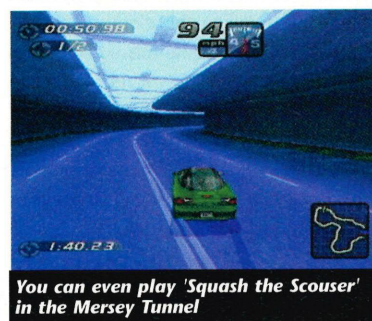
## rip snorter

NFS: Road Challenge is never going to dazzle, but should it be tossed in the bin? Well, it's a question of content over looks (that's ironic coming from you – Chicken), with the latest game stuffing in enough gameplay to suit both the social speedster and the solo spinner alike.

The most impressive feature is the Hot Pursuit mode, where you can either elude the cops, or jump into a pig's skin



**Gotcha! The bloke in the Aston Martin gets his collar well and truly felt**



**You can even play 'Squash the Scouser' in the Mersey Tunnel**

**road challenge**



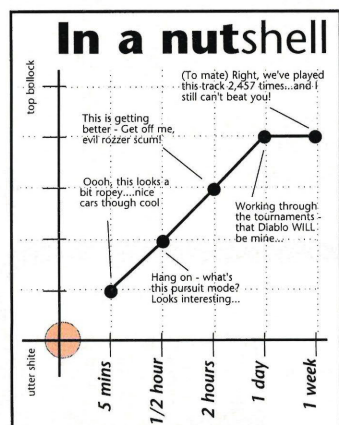
**Test out cars and terrorise other motorists in the Test Drive mode**

**'It's got more knockers than a lactating pig, but it's not gonna give up the fight easily'**

escaping the fact that many of the cars handle with all the grace of a brickladen lorry, and where in some efforts it adds realism, this just stinks of sloppy gameplay.

Despite there being plenty of tracks, masses of options and a fine cache of cars to keep your engine turning all night long, compared to recent PlayStation racing competition it resembles a buffed pebble rather than a polished diamond.

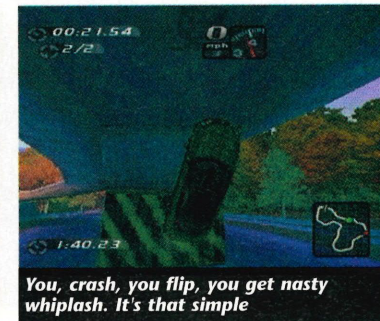
Kay **PRO**



**Hmmm. This looks like a fine spot for a quick shag, I mean... picnic**



**Gorgeous cars make for a gorgeous driving experience. Ha!**



**You, crash, you flip, you get nasty whiplash. It's that simple**

## The Verdict

Graphics ★★★★★  
Sound ★★★★★  
Gameplay ★★★★★  
Lastability ★★

Out now £39.99

This may look like a poor man's Gran Turismo, but it's proof that the Need For Speed series can still hold its own in the racing stakes. Fast cars, tricky tracks and plenty of options, but it'll leave you yearning for something sexier.

**Alternatively:** Need For Speed **E** - EA Platinum ★★★★★

dual shock • memory card • steering wheel • two player

Published by Electronic Arts

**PRO** **73%**  
Rated



# R-Type Delta

**Side-scrolling firepower firecracker with endless enemies and effects**

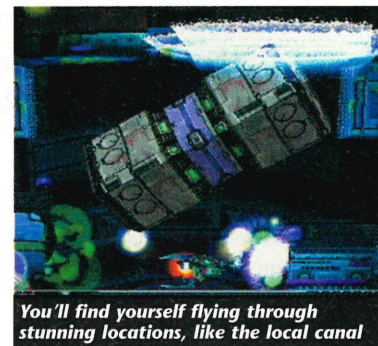
**R**-Type Delta is a bucking bronco of a side-scroller containing more jittery ups and downs than a circus full of one legged trampolining dwarves. Take a break from Police, Stop, Action, turn off that MTV and stick this retro treat on your evening schedule instead, and you're guaranteeing yourself a night of total immersion in a re-born classic.

## delta belter

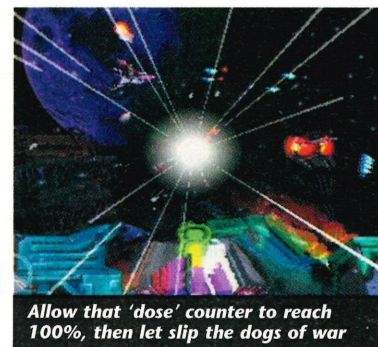
Incontinent geriatric R-Type II veterans and side-scrolling shoot'em-up virgins alike should welcome this up-date with open arms. Amazingly it rubs the retro grain the wrong way, and actually manages to deliver sufficient tart-upage whilst still retaining all the elements that launched its predecessors into the cyber stratosphere.

"R-Type delivers more anal slicing action than a catgut thong"

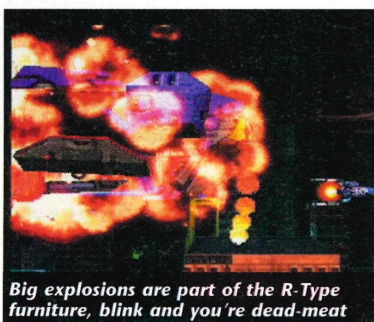
Now sporting three fighters, toting their own glut of Bydo (you know, your average mech monster dominatrix types!) bugging weapons, ass-munching missiles and pant pulsing power-ups, R-Type Delta delivers an endless swarm of kamikaze enemies and places a good-night gun firmly in your hands. All you have to do is plant a precision smacker bang on target and put these bionic babies out of their misery.



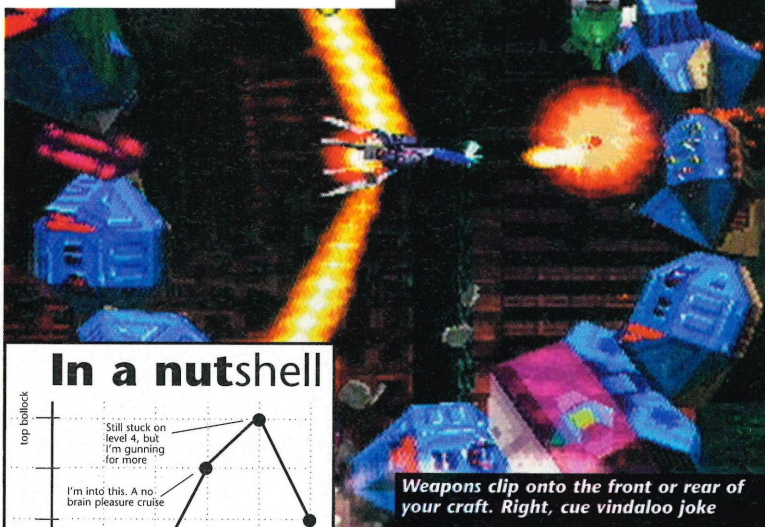
You'll find yourself flying through stunning locations, like the local canal



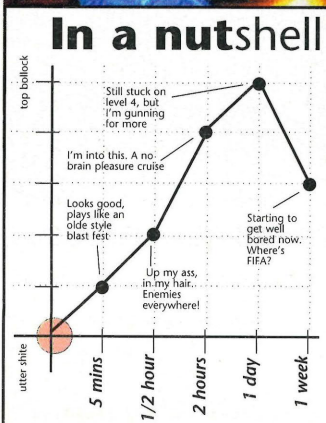
Allow that 'dose' counter to reach 100%, then let slip the dogs of war



Big explosions are part of the R-Type furniture, blink and you're dead-meat



Weapons clip onto the front or rear of your craft. Right, cue vinaloo joke



Hold down shoot to build up weapon energy, then release a charge like this

There's even a bit of a storyline to accompany the seven levels of rampage, but to be honest, the only thing that's really of any interest is kicking seven shades of shite from the twitching rectums of the bad guys. And R-Type has always delivered more anal slicing action than a catgut thong.

## hyped type

This is every inch an old school shoot'em-up, and a fine example at that. It was never going to surpass a game like Colony Wars for looks, but if you like any kind of bullets blitz then you're onto a winner with R-Type Delta right from the start. It's been hewn from a classic mould and poses a challenge stiffer than a pint of whisky and rum, though I'd probably satisfy my taste for violence with that tongue-wetter for now until Delta's price drops a little.

James PRO

## The Verdict

Out now £39.99

Graphics ★★★★★  
Sound ★★★★★  
Gameplay ★★★★★  
Lastability ★★★★★

A top notch eighties style shooter that scores big for its old school feel and new 3D look. No thought needed, just a lead right thumb and quick reactions. Don't expect sophistication but you'll find shooting action aplenty.

Alternatively: Viper 2 - Ocean ★★

dual shock • memory card

Published by Sony

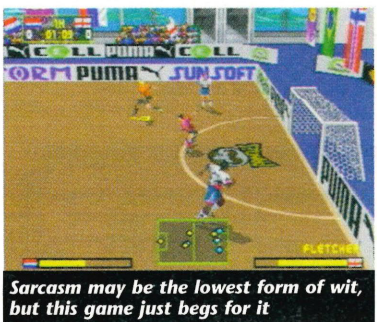
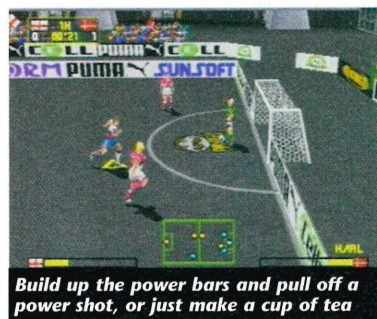
PRO 84%  
Rated



# Puma Street Soccer

**Sportswear sponsored kickabout that's trying to steal your cash**

**L**ace up those boots, 'cos four-a-side footy is making its debut on the PlayStation that's got all the fun of running around a car park, rebounding shots off wooden boundaries and playing football so simple that even an American could understand it – well probably anyway.



But the real question is why you would want to play such a game? Well, in the real world, it's a lot faster than eleven-a-side and each player gets loads of time on the ball. Fair enough. But on the PlayStation, virtual football games always keep you in control of the player nearest the ball (well, except Libero Grande, smart-arse), so reducing the number of players is, well, all a bit pointless, and certainly doesn't add anything to the gameplay.

## beast of bobby moore

It's not just the number of players that have been stripped down either, the action has been condensed to re-create a quick kick about where the action is high and stakes are low.

Forget about following paths of



glory or winning trophies, Puma is all about easy access, fast games, and there is absolutely no chance of lifting the FA Cup. But this game's not about such trivia, It's about ripping forty quid off

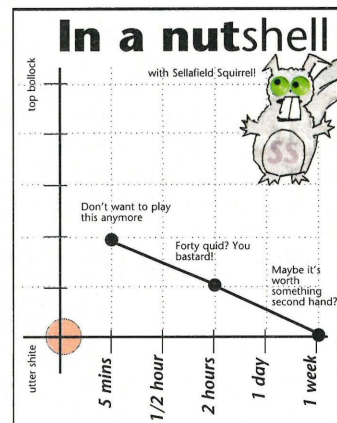
you, giving you a simplified football game and making you think "shit, I could have bought FIFA '99 instead for the same price."

It's not even as if it's an accomplished

four-a-side game either, since you play in a variety of almost identical urban settings. Check out the airport – it's so shielded you can't even see any planes! Everywhere you play looks the same and plays the same (give me the old twin towers any day). The graphics are a joke and anyway, who gives a rat's ass if you win an event organised by people who make duffle bags?

Will PRO

**'It's just a simplified football game, and leaves you thinking – Shit, I could have brought FIFA '99 for the same price'**



## The Verdict

Graphics ☆  
Sound ☆  
Gameplay ☆☆  
Lastability ☆

Out Now £39.99

Two football match tickets are on sale, one gets you to the World Cup, the other to a crappy four-a-side ponce around in a park. When you hear that they're the same price, it's not really a choice is it? Utter pig wank!

Alternatively: FIFA '99 £ - EA Sports ☆☆☆

eight players • multi-tap • memory card

Published by Infogrames

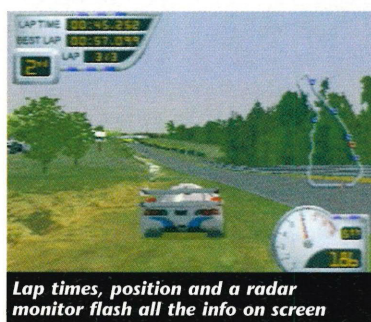
**PRO 38%**  
Rated

PlaystationPro



# Sports Car GT

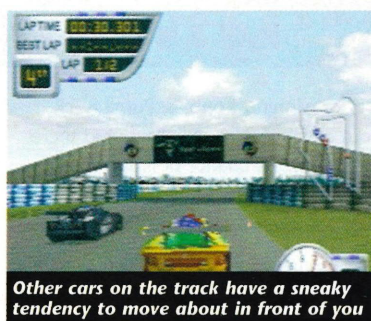
**Lush looking but largely bobbins race fodder**



Lap times, position and a radar monitor flash all the info on screen



The Laguna Seca track looks great, but getting round hairpins can be impossible



Other cars on the track have a sneaky tendency to move about in front of you



Crash and a few triangles fly across the track followed by a puff of smoke. Wow!

**W**hat a rush to softly push the pedal of a Porsche 911 as it kicks into gear, and experience the mighty injection of adrenaline forced into the system, bursting headlong down a straight at Silverstone – Bollocks!

How often have you had a genuine "real car" experience while attached via the joystick to the grey box? With rare exceptions (good ol' Gran Turismo and the awesome R4 among them), nothing's really come close to that pant-wetting experience, and tragically, Sports Car GT's not about to buck the trend, although briefly, to begin with, it threatened to be a bit of a treat.

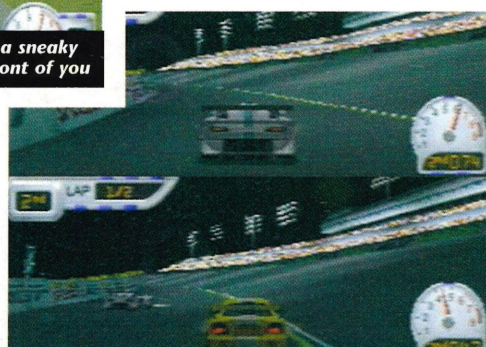
## reliant dobbin

Sadly, the impressive hi-res graphics are one of the few things going for this racer, because the gameplay, sound, cars, tracks, handling and control are all

on the shitty side of barely manageable.

There's the obligatory choice of one or two-player games. One-player generously provides a further choice of a Championship season, arcade and time trial, with the two-up mode weighing in with head-to-head, pace car and pink slip options.

The pink slip option is a good idea, players pitching their own saved cars against each other by way of a war of memory cards. The fastest wins the other player's car, and to deter prospective losers from cheating, any attempt to whip a card out during the race means both cars will be wiped from both

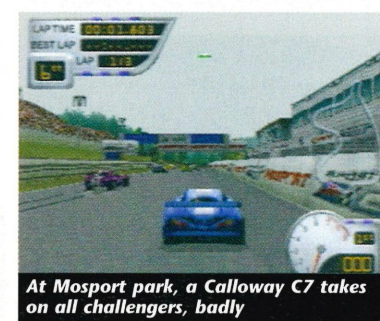


Two players battle in vertical or horizontal modes without slow-down

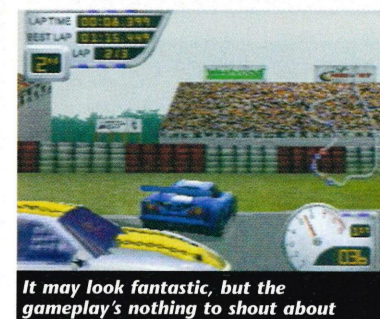
memory cards. Nice one!

Apart from this cool addition, everything here has been done before, and with more success. If Sports Car GT had been released a couple of years ago, you'd have been mildly excited. Unfortunately, it's 1999 and this is the definition of average.

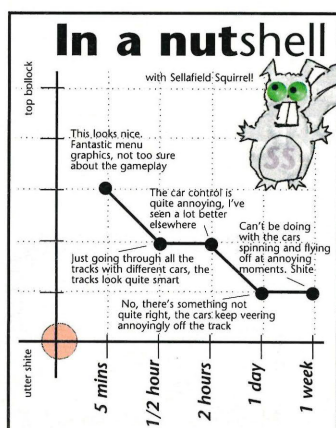
Sam



At Mosport park, a Calloway C7 takes on all challengers, badly



It may look fantastic, but the gameplay's nothing to shout about



**'Pink slip is a good idea. Players pitching their own saved cars against each other. The fastest then wins the other player's car, wiping it from his memory card'**

## The Verdict

Out now £29.99

Published by Electronic Arts

Graphics ★★★★★  
Sound ★★★★★  
Gameplay ★★★★★  
Lastability ★

Nice graphics and a few special options do not a good game make, hence this pile of doo. It's a shame that equal time wasn't spent on the gameplay and the looks of Sports Car GT, or it could have been a contender.

Alternatively: Gran Turismo - Sony ★★★★★

steering wheel • dual shock • memory card • two players

**PRO 41%**  
Rated



# Swing

**Humourless puzzle game from those fun loving Teutons**

In a military bunker in old East Germany, PlayStations and knackered 1950's televisions line the walls while kids sit transfixed, their brains throbbing with power.

The screens flicker as colourful, numbered balls plop from a rusted bucket onto a series of cold iron scales. If more than three balls match up horizontally, the line will disappear. If they match up vertically, they melt into a heavier uber ball. Unbalance a scale and a ball is lobbed to the air. It could fall on another pile, or be chucked out of the screen, only to reappear as a bonus ball with special properties.

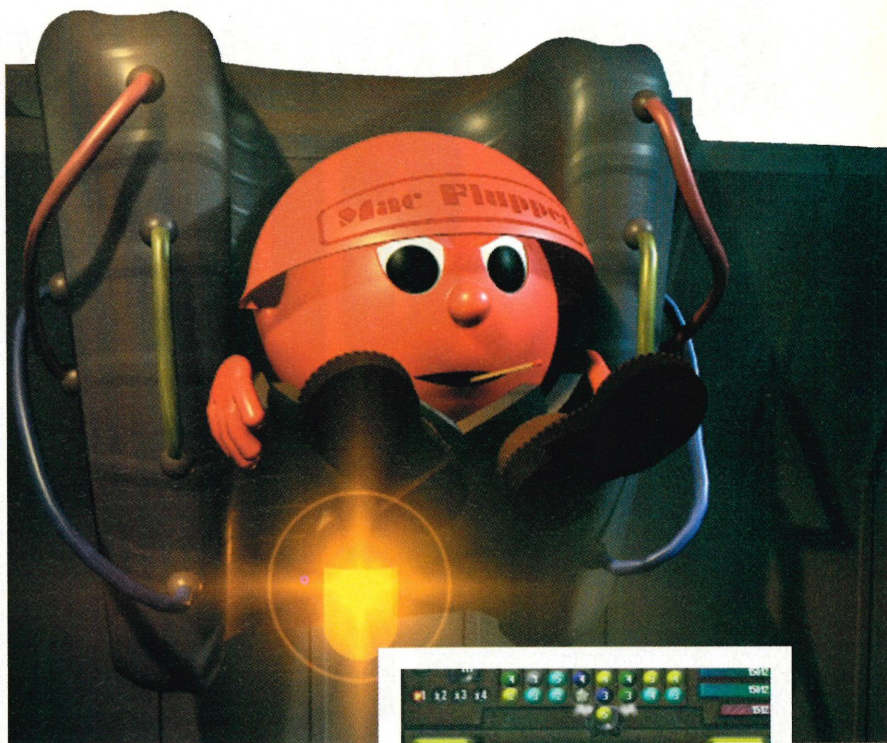
## think tank

Some kids are playing two-player mode, they smile when a ball is chucked from their screen section to a comrades. Well they almost smile, but their child-like

grins are being tamed by the sober graphics. Every ounce of humour has been sucked out of this game. Imagine Tetris after its entire family has been wiped out in a multiple pile up and you're nowhere near this level of sobriety. These kids are addicted. But then again, they're being trained to break military codes. Next week it's weapons training on Time Crisis.

## my brain hurts!

Puzzle games get you thinking. The beauty of Bust-A-Move 4 is that you don't realise you're flexing your mind, since it's fun. On the other hand, MENSA tests are there to check your brain, full stop. Swing has elements of other PSX puzzlers; the coloured balls, the exploding lines, but it's more concerned with making you think than being fun. You can lose time to this game, as it

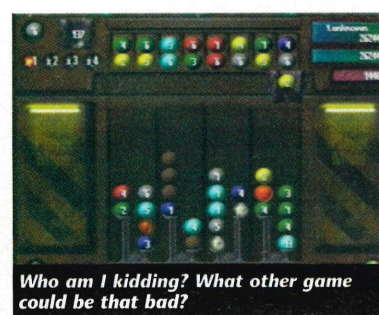
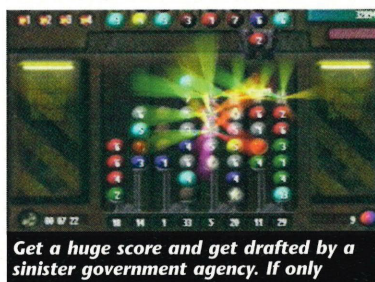
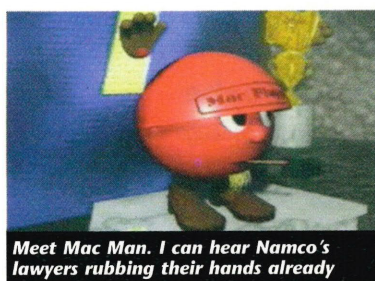
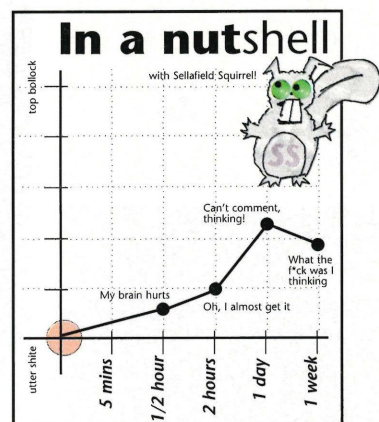
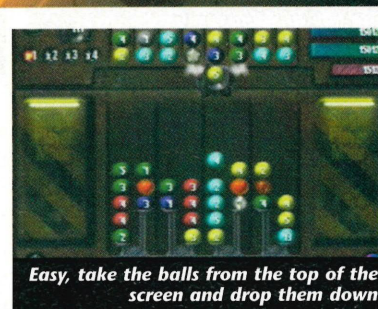


does get addictive, but don't expect to scream out in joy, your brains being worked too hard to be arsed with controlling your laughter muscles.

Will PRO



Pay attention agent Sparrow, things are going to get very tricky from now on



## The Verdict

Graphics ★  
Sound ★  
Gameplay ★★  
Lastability ★★

Out now £34.99

Lost hours performing mind twisting actions while grinning like a speed freak – now that's a puzzle game. Swing gives puzzle fans something else to think about. Games are fun, this isn't – it's an IQ test!

Alternatively: Bust-a-move 4 - Acclaim ★★

dual shock analogue • memory card • two players

Published by Software 2000

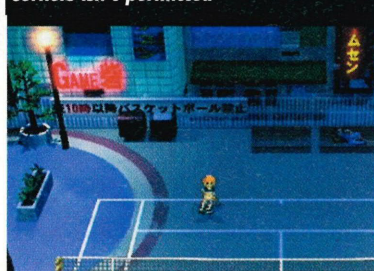
PRO 54%  
Rated



# Anna Kournikova's Smash Court

**The Russians are coming! Don't panic! Boris hasn't pushed the button. No, they're sending over their femme fatale to poison our minds instead...**

**Normally standing around on street corners isn't permitted**

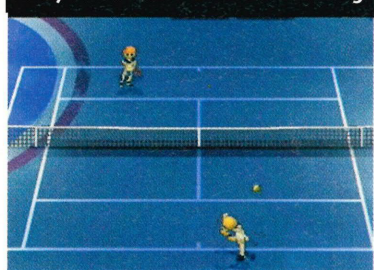


**I**t's going to be mighty tough getting through the next four pages without a "New Balls!" gag, but I'll try.

It's the favourite game of the Royals and now since the arrival of a certain Miss Kournikova, tennis is just about the favourite game of every bloke out there. Yes, the Russian saucepot is lending her considerable endorsement to the sequel of the best PlayStation balls'em-up (oops nearly!) so far.

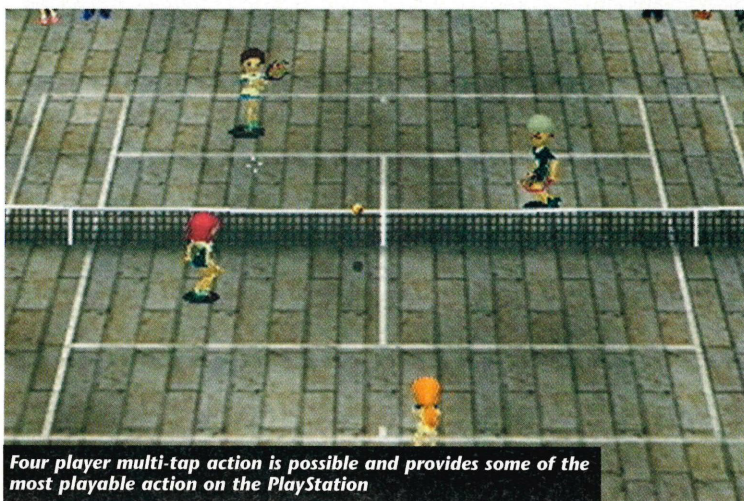
**'Even an English tennis star could pick this up and believe he or she is half-decent, well possibly'**

**Kournikova sends over a power serve that you have little chance of returning**

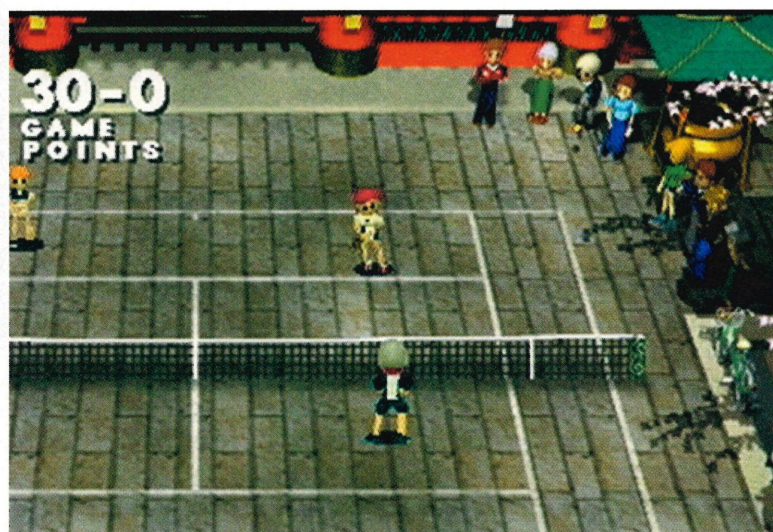


No longer do we have to wait for Wimbledon. Anna can be bought and played with in the comfort of your own home (actually there are quite a lot of malleable Russian girls to be found on the internet!).

Sony and Namco have teamed up once again to produce a slick, hyper-playable tennis game with zillions of options, hidden characters and – bottom line – it positively leaks gameplay, it's filled with that much of the stuff.



**Four player multi-tap action is possible and provides some of the most playable action on the PlayStation**



As the Anna license seems to be very much a "bolt-on" affair – the US and Jap versions of the game didn't feature her at all – we'll get that bit out of the way right now. Though pictures of her in action appear in the menu screens as far as the game goes, the Kournikova character you play against could really be just about any of them. There are no Tiger Woods' style digitised, motion-captured sports stars here.

## bolt-on babe

What is included though are Namco's usual cutesy big eyed cartoon characters playing tennis across a variety of landscapes ranging from street corners to parks. The tramps in the background scenery may well sleep through your brilliant forearm smash leaving only you to glory in the knowledge of just how damn good you are at this!

That's the beauty of the game! Everybody can play it. An English tennis star could pick this up and believe he or she is half-decent (we're not talking about Canadians pretending to be Brits either!). Whoever plays this game will believe that they're the world's best player – right up to the point they come up against somebody better and finally get their (Adidas sponsored) pants beaten off them.

This kind of ease-of-use was always present in the original Smash Court Tennis, but the game was never





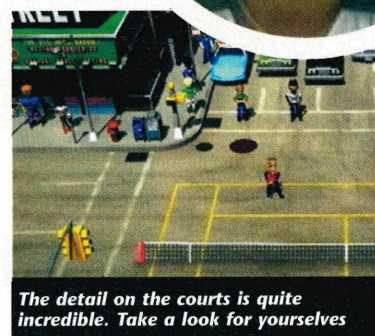
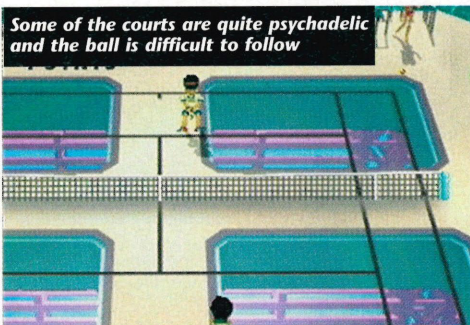
# rt tennis 2



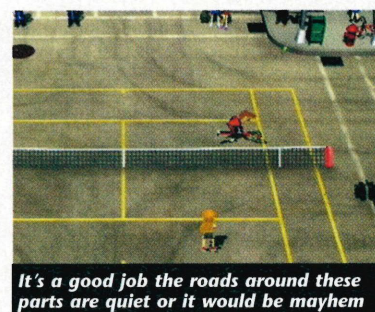
With a stunning variety of shots to pull off you'll be kept busy



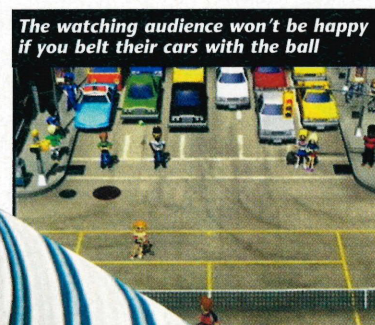
Some of the courts are quite psychadelic and the ball is difficult to follow



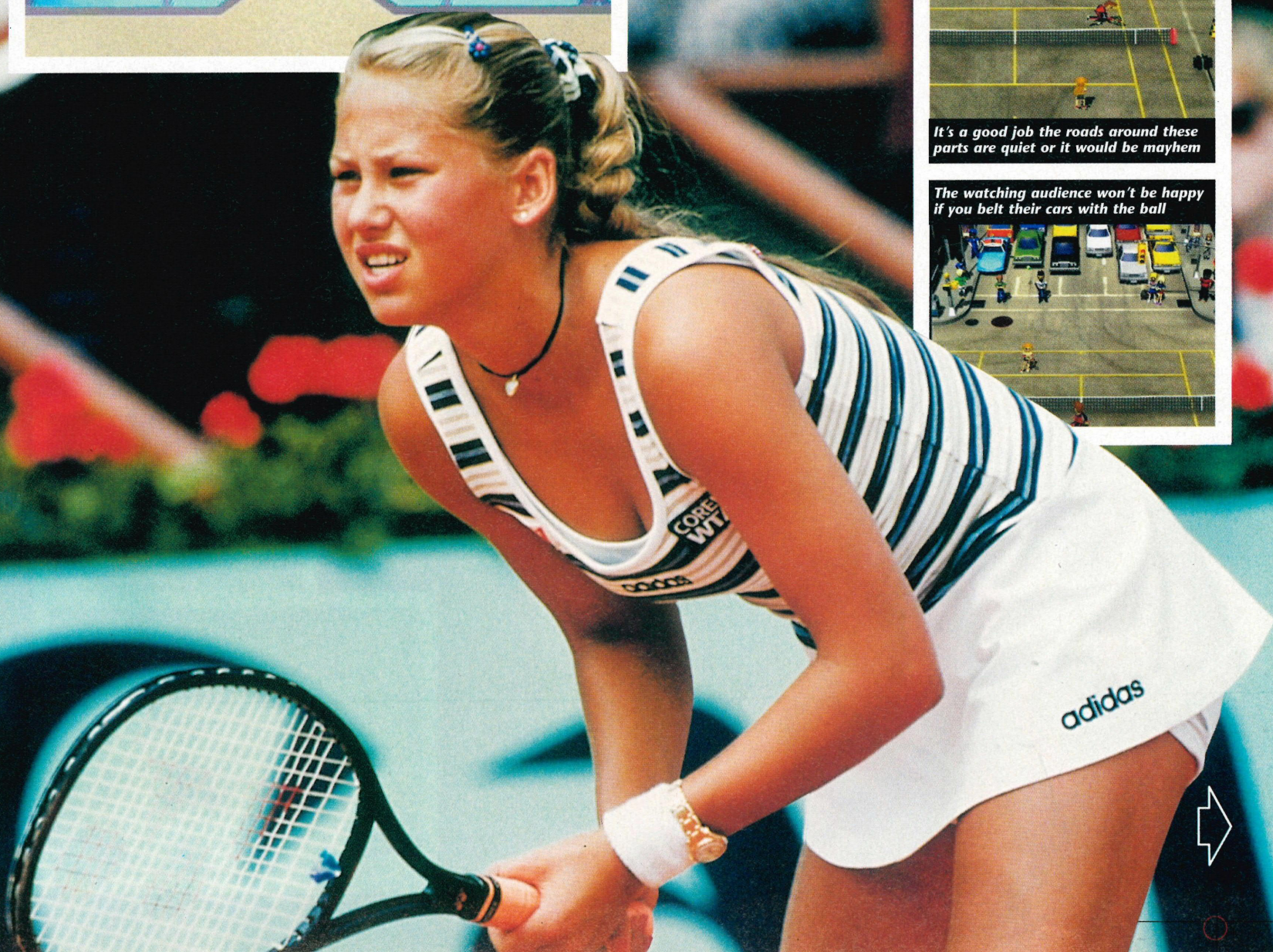
The detail on the courts is quite incredible. Take a look for yourselves



It's a good job the roads around these parts are quiet or it would be mayhem



The watching audience won't be happy if you belt their cars with the ball

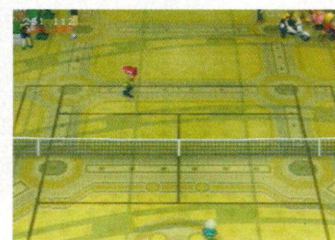
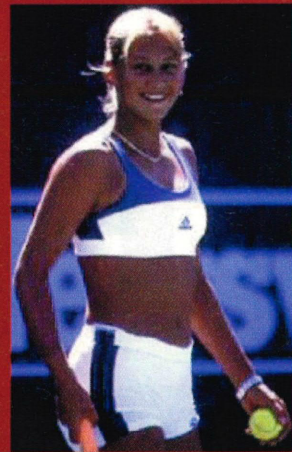




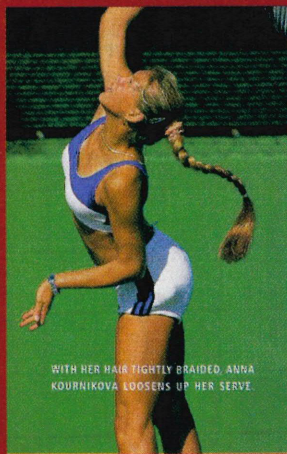
reviewed

# PicturePerfect

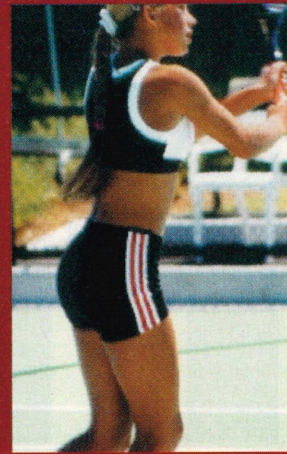
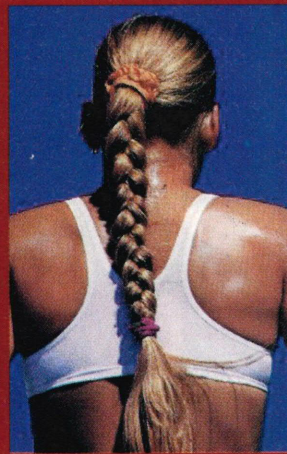
Pass the  
Wodka baby!!!







WITH HER HAIR TIGHTLY BRAIDED, ANNA KOURNIKOVA LOOSENS UP HER SERVE.



anywhere near as popular as it should have been. This new license will surely ensure it gets into more homes than cute pets at Christmas.

## play by instinct

So why is it so easy to play? Afterall, Actua Tennis and even the more recent All Star Tennis had several key flaws that

a softer (or ladies if you will) whack stands more chance of getting over the net than a power serve, but you're not going to get balls whizzing past your opponents ears if you're hitting it virtually underarm now are you?

Once you've perfected actually getting the ball over the net (which takes about 10 seconds) then you can enter the

still a firm favourite here in the office, because like a good wine (not the three quid stuff from Morrisons), it gets better with age.

## control my balls

The more you play the more you discover and pick up the gaming nuances. New characters and venues can

pink dress" character.

If ever you needed proof of the old proverb, "Never judge a book by its cover" then it's here on a plain little black CD. While graphically far from the photo-realism we for some reason crave today, the innards of Anna Kournikova's Smash Court Tennis 2 (nice mental image) are nothing short of superior to every other tennis game on the market. The characters handle like a dream, doing what you want them to, and the game itself produces an astounding number of real nail-biters.

It goes without saying that this kind of game is best enjoyed in two-player mode. One-player is still fun and it's where you'll find all the new stuff hidden away, but there's nothing like looking smug as the ball your opponent thought was going out, lands on the line winning you the match!

Even if you don't follow tennis, chances are you'll get your money's worth out of this in multi-player value alone. It may not be the most technically accurate sports sim on the shelves, but when it's as much fun as this, who cares?

Chicken

**'There's nothing like looking smug as the ball your opponent thought was going out lands on the line winning you the match!'**

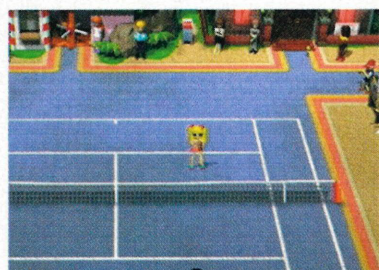
let them down. Why should this – perhaps the worst looking of the lot – be the one that you go for?

We've already mentioned the gameplay, but where Smash Court 2 also picks up points is that you can pick up a controller and instinctively play it without ever seeing the manual. For instance, you can serve in one of two basic ways –

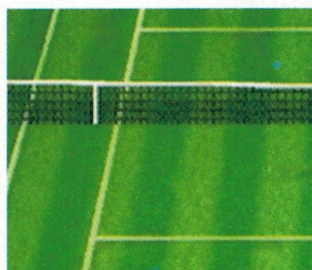
world of backspin, topspin and general positioning. Get the knack of that and that's about all there is to it.

Now you may justifiably think at this point that if it's so easy to master then you're going to tire of it pretty quickly. Nothing could be further from the truth. Until this arrived the original Smash Court Tennis was

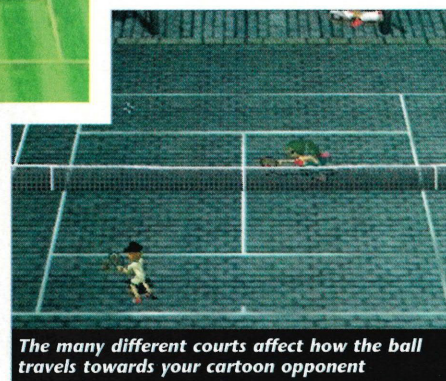
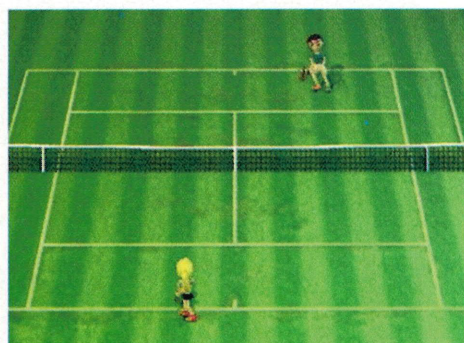
be unlocked by winning tournaments and beating certain opponents. Then you can save your data to a memory card, take it round to a mate's house and accuse him of being shit just because he hasn't yet unlocked the "Anna wearing a



The little blonde minx above is none other than Anna (also pictured right!)

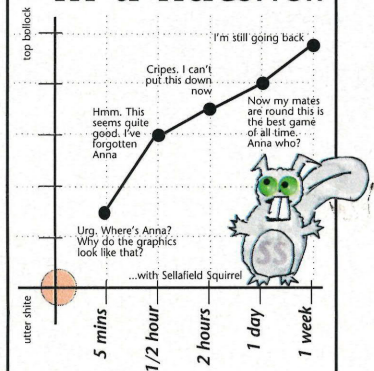


Keep your eye on the ball at all times. Rather obvious that one eh?



The many different courts affect how the ball travels towards your cartoon opponent

## In a nutshell



## The Verdict

Graphics ★★  
Sound ★★  
Gameplay ★★★★★  
Lastability ★★★★★

Out now £34.99

Realistically, it isn't that different from the original, but as hardly any of you bought that it doesn't matter. What you get for your money is a fine example of gameplay over graphics and that's rare nowadays. Highly recommended

dual shock analogue • memory card • four players

Published by Sony/Namco

PRO **90%**  
Ratec

Alternatively: Actua Tennis. Gremlin ★★



# Platinum

Round  
up

## Heart Of Darkness



*The cut scene graphics are unbelievably cool, looking like a Saturday morning cartoon...*



*...but unfortunately, the in-game action is just point and shoot kiddie stuff too*

**H**ear Of Darkness is probably one of the most gorgeous games you'll ever see. However, despite its stunning graphics, the game is proof that you should never judge a book by its beautifully rendered computer generated images.

Andy's quest to rescue his dog from the Master of Darkness (who's obviously more of a cat kind of person) is little more than a Saturday morning cartoony kid-shutter-upper.

As a 2-D platformer it bears a strong visual resemblance to the Oddworld series, but that's where the similarities end, with the gameplay revolving around timing your jumps right and zapping repetitive shadow-creeping fiends, rather than



# Gran Turismo



If you like your racers fast, slick and stupid, then leap into Gran Turismo's arcade mode, where simulation has been dumped for fly-in-the-teeth graphics and two-player head-to-head grudge matches all so smoothly realised you'll think you've stumbled into your local arcade.

If it's a cerebral challenge that tickles you, then choose the sim-like

**'Gran Turismo is, the greatest racing game on any console, if you don't own it you're a nutter'**

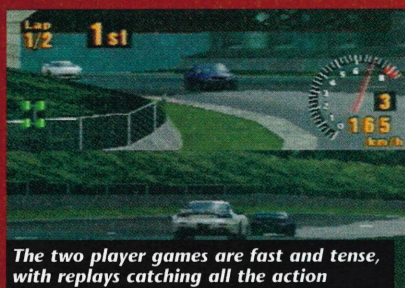
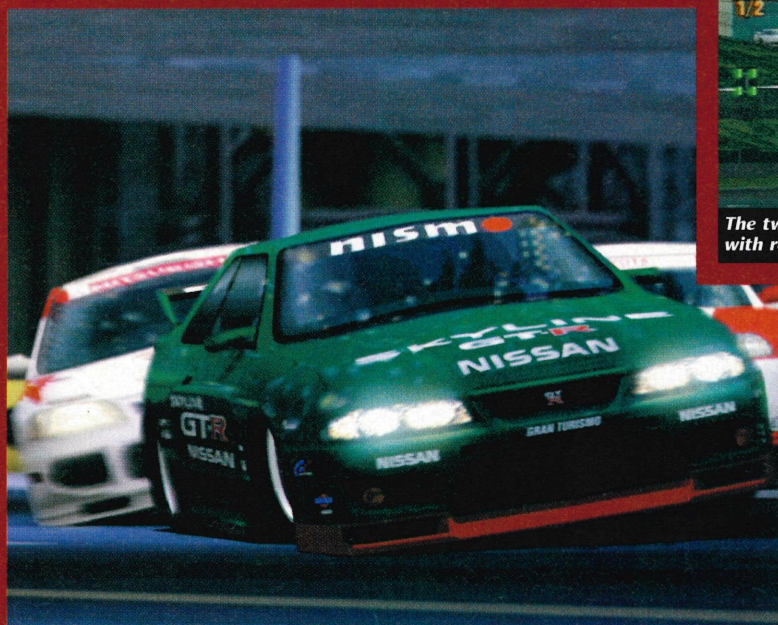
Gran Turismo option. It's like flicking through a copy of Auto Mart, packed with 300 new and used motors from prestigious marques like Aston Martin and

TVR, to Japanese point and squirt mobiles of Mitsubishi, Honda, Toyota etc.

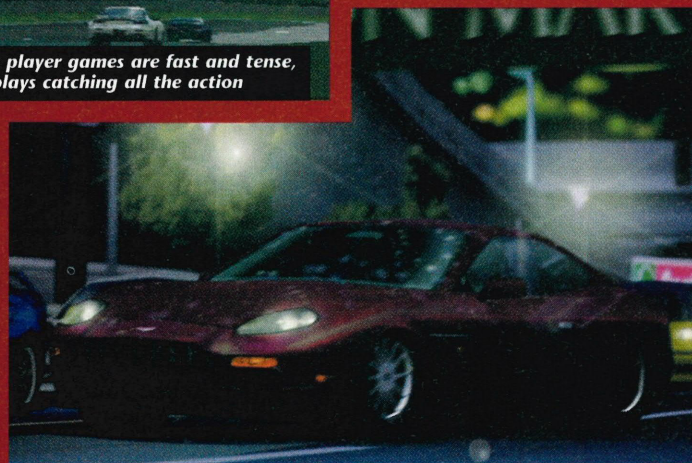
Unfortunately, you start off with

pittance, barely able to afford a supermarket runabout, so you'll need to win races to earn cash. Then you can upgrade your wheels with suspension twiddling, enormous exhaust systems and masses of Max Power tweakage, before you sell it and start again with another dream-mobile.

The tracks are few, but they're tricky as hell with lots of different racing classes battling it out on reversed and short-cut variants, from 4WD to American vs Japanese and ridiculous 300 lap eye-burners. But you won't be able to compete ▶



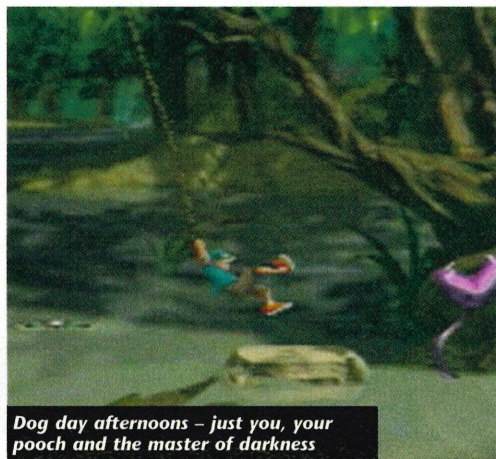
The two player games are fast and tense, with replays catching all the action



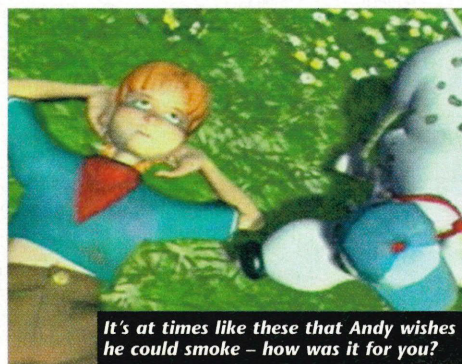
stretching the brain cells. But it looks exciting!

Well, youngsters will gawp at the graphics, but ultimately this completely linear adventure offers few challenges to the seasoned gamer. It lacks the inventive leaping and jumping action of Crash Bandicoot and falls short of the mind-bending trickery of Abe's Oddysee/Exoddus. After a while

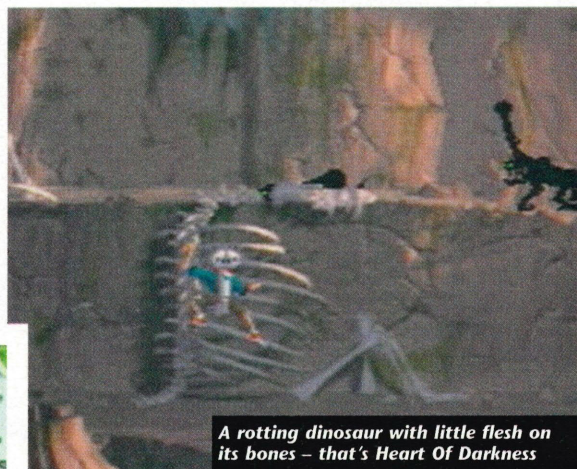
you realise that the eight levels are just links to the next CGI sequence, rather than the basis of a meaty adventure that'll grip you by the cahoonies. The never-ending ducking, diving and blasting will leave you feeling cheated if you splash out on Heart Of Darkness. The graphics may be gripping, but even they can't make the pulse race and are best appreciated over the shoulder of whoever has been brave/ daft/ young enough to fork out for it.



Dog day afternoons – just you, your pooch and the master of darkness



It's at times like these that Andy wishes he could smoke – how was it for you?



A rotting dinosaur with little flesh on its bones – that's Heart Of Darkness

## The Verdict

Graphics ★★★★★  
Sound ★★★★★  
Gameplay ★★★★★  
Lastability ★★★★★

one player • memory card • dual shock

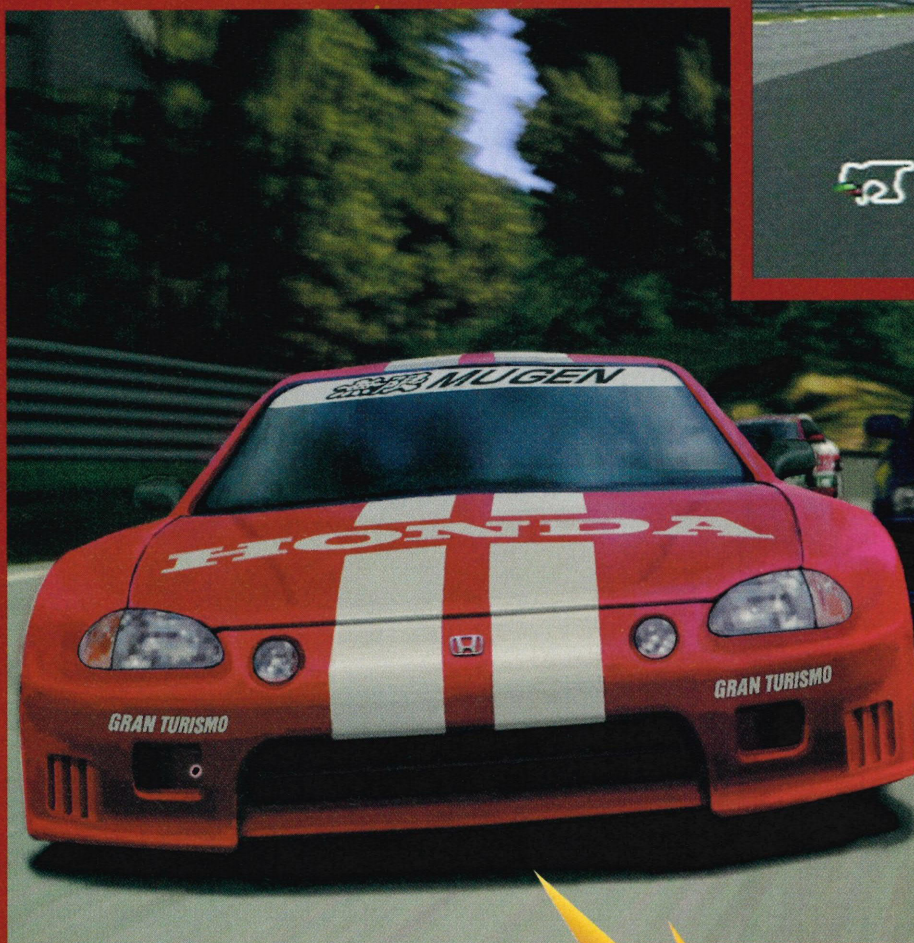
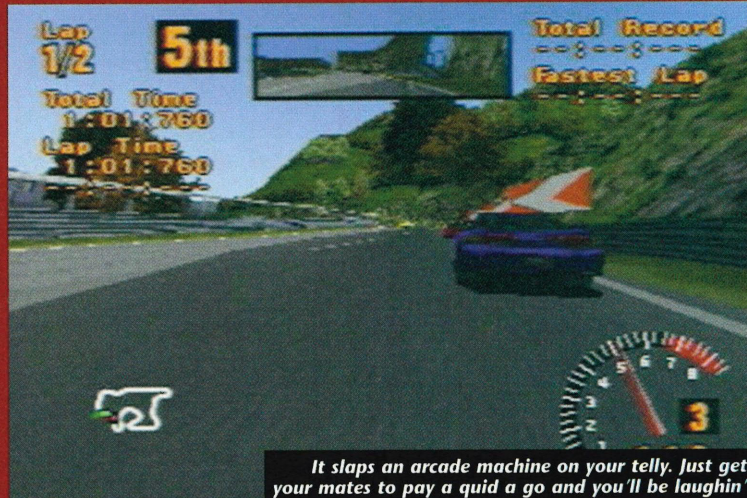
Out now £19.99  
Published by Infogrames

**PRO** 57%  
Rated



► in every one straight away, instead you must pass a series of licence test challenges, from stopping distance walkovers to against the stopwatch nail-biters, guaranteed to have you tearing at your follicles. Put simply, Gran Turismo is the

greatest racing game on any console. If you don't own it, you're a nutter, and at £19.99, you should buy it for all your sad mates without PlayStations, so they can put it on the mantelpiece and just admire it!



two player • memory card • dual shock • steering wheel

### The Verdict

Graphics ★★★★★  
Sound ★★★★★  
Gameplay ★★★★★  
Lastability ★★★★★

Out now £19.99  
Published by Sony

**PRO** 93%  
Rated

# Final Fantasy VII







**Wow!** It's the biggest thing I've ever seen. "It's so beautiful, I just want to play with it for days and days." Those maybe the kind of words you like to hear on a Saturday night, but they were also praises directed at one of the PlayStation's finest moments from Christmas '97.

Final Fantasy VII remains THE biggest game of all time, (at least until FFXIII shows its face later this year) with the average player finding at least 120 hours of playing time wrapped in its gorgeous Manga-style package. The most impressive thing about this is that during this time you're constantly playing out the story, fighting and so on. But this isn't your average role-playing game. It's not even like being in a film, but more like playing in a complex TV serial that runs for weeks and weeks.

## bruddy rubbery

The crisp FMV sequences and backgrounds have lost none of their quality over the years. The characters may look blocky compared to the likes of Lara Croft, Solid Snake and Crash's recent appearances, but this was made over a year ago! FFXIII's characters may have a style of their own, but their appearance is one of the few elements that look dated now.

After a brief, but beautifully rendered, intro sequence you find yourself in charge of Cloud, the hero of the quest. Leaping off a train, you're attacked by a set of Shinra guards and this is where you're given a gentle introduction to the battle system. This process may seem simple and a tad boring at first, those first Shinra guards just take a couple of taps of the action button to get rid of, but as the game goes on the fights

angrier and angrier, until they eventually lose their rag and pull off a devastating special move. If this doesn't make a pizza of your enemy, you can always use a Summon spell to unleash the power of a demonic deity on your foe. We kid you not.

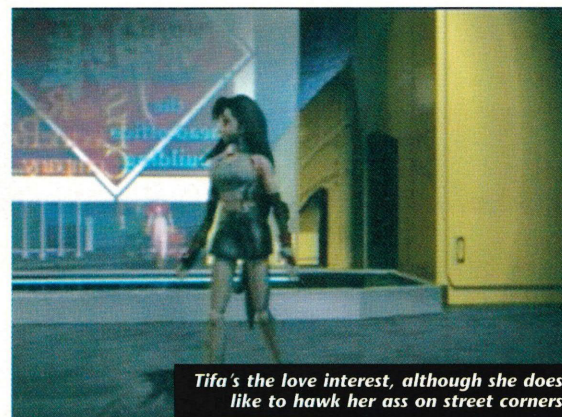
Final Fantasy VII is undoubtedly a

**'The average player finds at least 120 hours of playing time wrapped in its gorgeous Manga-style package'**

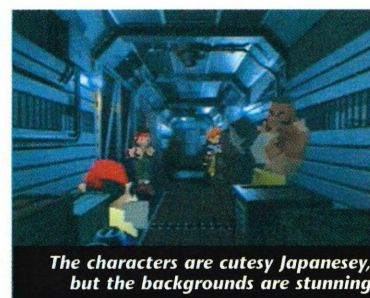
become more and more complex.

Beginning with the most basic of fighting skills, you gain experience points by defeating the attacking enemies. Once enough of these points have been gathered, your experience level will go up, increasing your Hit points and Magic points. The Limit Break feature acts as a sly extra weapon. When one of your characters delivers a fatal blow, they get

classic game, although there are many who regard RPGs as Satan's spawn. However, those people would be hard pushed to regard it as anything less than a perfect example of its genre. At £20, it would be criminal to ignore this beauty.



*Tifa's the love interest, although she does like to hawk her ass on street corners*



*The characters are cutesy Japanese, but the backgrounds are stunning*



*Even in the mystical world of Final Fantasy, the trains are still shite*



*Only the latest visuals from Final Fantasy VIII better these cut-scenes*

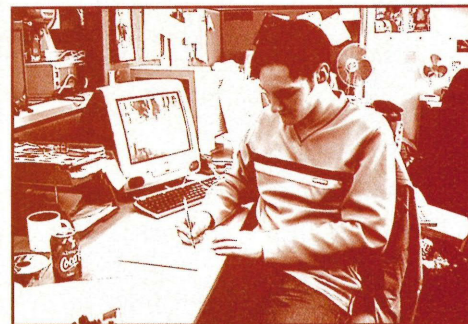
one player • memory card	
<b>The Verdict</b>	
Graphics	☆☆☆
Sound	☆☆☆
Gameplay	☆☆☆☆
Lastability	☆☆☆☆
Out now £19.99 Published by Sony	
<b>PRO 91%</b> Rated	



Find out what our team of experts think about every game reviewed in Pro this month. Need further convincing? Look right here!



**chicken**



**james**

## Warzone 2100

eidos interactive page 66

Perhaps the best example of a Real Time Strategy game for the machine to date. Well done to Eidos for some quality gaming ☆☆☆

A huge strategy affair that calls for loads of heavy weaponry and lots of sneak skirmish tactics. Looks the part too ☆☆☆

## Actua Ice Hockey 2

gremlin page 70

Probably the second best Ice Hockey on the market. Still not a patch on NHL '99 though, which should be your number one choice ☆☆

Better than last year's effort, and that wasn't half bad as it happens, but still second in the hockey league to EA's NHL '99 ☆☆☆

## Diver's Dream

konami page 72

Lovely Russian girl photos, but the game turned out to be a bit weak. Was expecting a lot more from this to be honest ☆☆

Apart from chapped thighs this is probably the most painful experience you can have while in a wet suit. Total cack. Sloppy as well ☆

## Bust-A-Move 4

acclaim page 74

The next installment of the game you can let your girlfriend play. In fact, once you do, you'll never get her off your PlayStation again ☆☆☆

These puzzle/shoot 'em ups have never changed and this offers nothing new at all. If you're a move bustin' novice it's worth a look ☆

## Big Air

electronic arts page 76

Above average snowboarding game that turns the screw on Cool Boarders, but still comes up short at the finish line ☆☆

Disappointing boarding abortion which we didn't need. I tried to avoid it, I couldn't, but you should - you have a choice! ☆

## Rampage 2

gt interactive page 77

I loved the original all those years back, but we're approaching the new millennium now so things should be moving on faster than this ☆

## Parasite Eve

squaresoft page 78

It's never going to come out so this is just about our only ever import review. Great atmosphere, toss gameplay ☆

A compelling horror romp which plods along quite nicely. Looks like Res Evil, plays like Final Fantasy, but not as good as either one ☆☆☆

## Wing Over 2

jvc page 80

One of the few flight sims for the PlayStation. I actually quite like this although it's possibly a bit on the bland side ☆☆

This is a terribly presented attempt to pull off a PlayStation Pilotwings, and it comes nowhere near. More wanky than wingy ☆

## Yoyo's Puzzle Park

jvc page 82

Plenty of puzzle games about this issue. This is no stunner, but it's fun for a while and will keep your brain working for a bit ☆

A bright 'n' bizarre platform fighter that reminds me of Mario battle mode. It's not quite as addictive, but twice as frantic ☆☆☆

## Need 4 Speed: Road Challenge

electronic arts page 83

Some novel ideas ruined by bog-standard gameplay and graphics. Could have been a contender...but isn't ☆☆

Uninspiring in a totally playable type way. Don't trade GT in for it, but if you need another racer it may as well be this ☆☆☆

## R-Type Delta

Sony page 84

A good rehash of a classic shoot'em-up. Amazing explosions and frantic action may be too much for the faint-hearted ☆☆☆

Absolutely shite five-a-side effort that would be bad as a sub game. This wouldn't even make the squad, let alone the starting eleven ☆

## Puma Street Soccer

infogrames page 85

Appalling footy game that should never have been released. Ever. Somebody somewhere should be ashamed of themselves ☆

## Sports Car GT

electronic arts page 86

With the likes of Gran Turismo out there any other GT game has to at least come up to scratch. This doesn't and that's all you need! ☆

EA have another also-ran in the race stakes with this. Slack handling and a lack of immersive qualities leave it at the back of the grid ☆☆☆

## Swing

pbh

Another tiresome puzzle game. You need to be quite intelligent to get anywhere, so that counts most of this lot out ☆

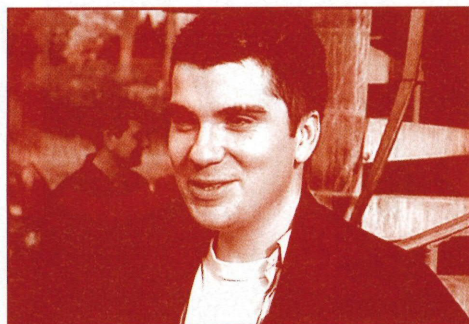
A mind numbing weigh'em-up which you'll snap in two before even attempting to figure out. It really is that bad ☆

## Anna Kournikova's

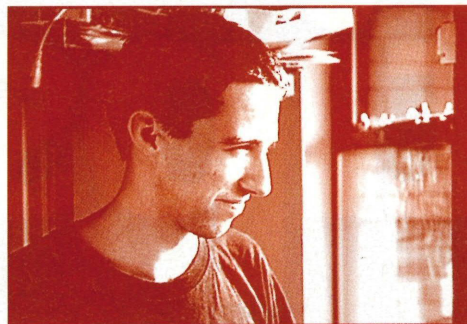
sony 88

Lacks the looks of the little Russian beauty, but it plays a storming set. Probably the best tennis title in the world... ever! ☆☆☆☆





**will**



**sam**



**kay**

A fine attempt that loses out as it isn't as smooth and downright ream as EA's effort. Definitely one to get at a bargain price. ☆☆

An idea that would have done well as a Sinclair Spectrum aquatic number, but doesn't have anything to offer the PlayStation. Drown it! ☆☆☆

Always avoid the yellow snow. This piss-soaked slush has nothing more to offer than a bitter throat and a need for mouthwash. ☆

This was fun, for a good two levels. It's all the same - FOR 125 BLOODY LEVELS! Worth a rental, but don't expect to be amazed. ☆

This game looked so smart, but is let down by being extremely dull. Not as good as any survival horror game. Not good at all. ☆

Take my breath awa-a-a y! More like a hicup than a good winding really. A failed attempt to bring us high-flying, well - anything. ☆

The cop chase element was a fun distraction. The rest? It's been done by better games on budget titles. GT for 20 quid anyone? ☆☆

A decent reincarnation of that old classic. The graphics do a fair job of updating the 80's arcade classic to 90's demands. Fair. ☆☆

Racing games are always going to have a tough job getting your cash. This one makes no attempt at trying. Clumsy drivel. ☆

The Russian booty connection takes the biscuit, but the game makes up for it by being one of the finest two player games out there. ☆☆☆☆

Easily the finest strategy game I've played on the PlayStation. This kind of game is usually crap, but Eidos have sure done a fine job ☆☆☆☆

Highly addictive fun for anyone who has the strength to pick up a joypad. It's no Super Puzzle Fighter, but fun none-the-less. ☆☆☆

I thought Cool Boarders 3 would be beaten this year, but maybe I was wrong. Snowboarding games just aren't getting better. ☆☆☆

If you like this gorilla on apartment building action, get yourself a NES and the original game. It's cheaper and there's no difference. ☆

This game is pretty good. Well it would be if the graphics were any good and it didn't play like a bastard. The definition of a flying toss. ☆

I can usually get into any of these addictive Jap puzzlers. But for some bizarre reason this irritated the piss out of me. Arse-gravy. ☆

I loved the third NFS and this one tickles the same feathers. It's no classic, but it should fill a hole until Driver parks in my alley. ☆☆☆

I'm a bit partial to the old 2D shooter and this brings back fond memories with a vengeance and pisses on the likes of G-Darius. ☆☆☆

Even footy fans would be hard pushed to be interested in this yak. You might want to take a ball out and kick it around in the street. ☆

Another puzzley product that fails to grab you enough to draw you into its web of addiction. Plus, it sucks like a McDonalds milkshake. ☆

You'll see more of the Russian saucepot in this mag than in the game, but that doesn't matter. The finest tennis game you'll ever play. ☆☆☆☆

Not really my bag (especially as I'm crap at it), but fans of the genre will love it - it's the best-looking strategy game around ☆☆☆

Compared to NHL '99, it looks decidedly ropey. It plays well, but game options are limited, making it a poor second to EA's classy effort ☆☆

This is about as appealing as treading water near a sewage outflow pipe, and twice as shitty. And it stinks of fish. ☆☆☆

Not exactly the most original idea in the world, but when played after 15 pints, it's a great test of how wasted you are. Unless you're sick ☆☆☆

I've played this on several consoles, and aside from the buffed-up graphics, it's still exactly the same! A waste of time and effort all round ☆

Gorgeous FMV sequences, interesting story, but where's the excitement? This offers little in the way of extreme terror, but it's worth a look ☆☆☆

OK, who's slipped LSD into my coffee? This wacky Jap puzzler is as irritating as hell, but once you get into it, you're hooked ☆☆☆

Like Rampage, it's the same old shit churned out to bring in the money. Once a cool shoot'em-up, it now looks bollocks and dated ☆

Why do we need a kickabout when we can buy FIFA '99 and recreate a full-scale match? Get your coats and go down the park instead ☆

This pile of badger's cock turns decent cars into the equivalent of my clapped-out Mini. Only driving the Mini's more exciting ☆

An absolutely addictive pile of balls that dried my eyeballs out from staring at it for ages. Which makes me warn you not to touch it ☆☆☆

It may be cute and Japanesey, but it's the most fun you can have with a couple of furry balls and not get arrested for your troubles ☆☆☆☆



# t tips & tricks

## Relief with

### tips

This month's PlayStation Pro's essential tips and cheats cover all the latest best-selling games for the PlayStation, from Resident Evil 2 and Colin McRae Rally, to Ridge Racer Type 4 and Silent Hill. Don't blink or you might miss the most important cheats of your life!

**Nightmare Creatures** *page 100*  
Slash and burn fest – for creature discomfort

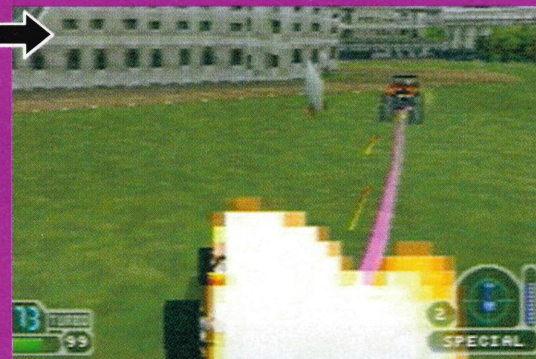


If you're looking for some satisfaction in the game department, you've come to the right place! As usual, I've had plenty of letters from relief-hungry gentlemen this month, all dying to get my hands on my tips! From desperate doctors with erection troubles to wannabe wrestlers with dodgy half-nelsons, the postbag's been bulging more than a Gladiator's jockstrap! And of course, I'm always happy to oblige!



**WarGames: DEFCON 1** *page.99*  
Top tips for guaranteed global mayhem

**Twisted Metal** *page.102*  
A red hot classic revisited... burn, baby, burn





# eats

## Miss B

# Theme Hospital



**Q** Dear Miss Bea Havin,  
I wrote to you not that long ago asking for Gran Turismo cheats, I am writing to you again because I'm borrowing Theme Hospital from my friend and I'm probably going to buy it. Well, what happened was that I saved it and then I came back to load it and it crashed, so I hope you wouldn't mind helping me and my friend with a few of the level passwords or cheats PLEASE.  
Tim Weller, East Sussex

### Level Password

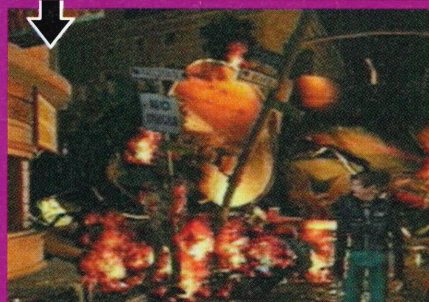
- 2    ⓧ, ○, □, △, △, ○, □, ⓧ
- 3    ○, ○, △, □, ⓧ, △, ○, △
- 4    □, △, ○, □, ⓧ, ⓧ, △, ○
- 5    ○, □, □, ○, ⓧ, △, ○, □
- 6    □, △, □, ○, ⓧ, □, ⓧ, ○
- 7    □, △, △, ○, ⓧ, □, △, ○
- 8    ⓧ, △, □, ○, △, ○, □, ⓧ
- 9    △, □, ⓧ, △, ○, ⓧ, △, □
- 10    ○, □, ⓧ, △, □, ⓧ, ○, □
- 11    △, ○, □, ○, △, □, ○, ⓧ
- 12    ○, □, ⓧ, ⓧ, □, ○, □, △



**A** I've always enjoyed a nice healthy game of doctors and nurses Tim, so I don't mind helping you out on that score. This NHS-themed God sim is a strategic classic and will send your pulse racing. And at a mere £20, it's a snip, but mind where you stick that cold stethoscope...

### Resident Evil 2 page. 104

More cheats than you can wave a zombie at!



### WWF Warzone page. 104

Bea's got all the moves for the lads in tights

### Games this month

- |                         |                        |
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| 99 Theme Hospital       | 103 Ridge Racer Type 4 |
| 100 Nightmare Creatures | 104 Resident Evil 2    |
| 101 Colin McRae Rally   | 104 WWF War Zone       |
| 101 WarGames: Defcon1   | 105 Silent Hill        |
| 102 Twisted Metal       | 105 Test Drive 4       |
|                         | 106 Die Hard Trilogy   |
|                         | 107 Spyro the Dragon   |



# Nightmare Creatures



**Q** Dear Miss Bea Havin,  
I think you are so horny. You should be a supermodel and one of those sexy women on Eurotrash as well. I just wanted to know if you could give me cheats for Nightmare Creatures as I am stuck on the third level, and could I have a sexy picture of you?









**Name and Address Withheld**

**A** Much as I'm impressed by your career suggestions, I don't think I'm cut out for either. You see, there's a little bit more to me than



just a catwalking bag of bones, and unlike those Eurotrash types, everything you see is real. Anyway, here are the cheats for that Victorian monster baiter. And seeing as you're obviously keeping your girlfriend in the dark about the fact that you're writing to another woman, I don't think it'd be wise if I sent you a picture, would it?

## Cheat Mode

**At the Password screen enter**        . **You can now enable infinite everything (lives,**



weapons, etc.), play as a monster, and choose your starting level. **Note:** After entering this code you must start a new game to access the cheat menu.

## Baby Monsters

To shrink all monsters into babies with baby-like noises, enter the **CHEAT MODE** code then, while still on the title screen, press **L2, L2, R1, R1, L1, R2, SELECT** . You will now see a new option titled **"Reduce"** when you start the game.

## Blurry Screen

To blur the screen, enter the CHEAT MODE code, then press L1, L2, L2, L1, L2, L2, L1, SELECT.

## Change the Music

Enter the **CHEAT MODE** code, then press **L1, L1, L1, L1 R1, R1, R1, SELECT**. While playing, pause the game, go to the **OPTIONS** screen and you'll see a new option called **"Current Track."** Highlight it and press **←** or **→** to change the music.

## Debug Mode

For debug mode, enter the CHEAT MODE code, then press L1, L1, L1, R1, R1, R1, L2, L2, L2, R2, R2, R2, SELECT.


## Disable Combos

To disable all combos, enter the CHEAT MODE code, then press L1, R1, L2, L1, R2, SELECT.

## One-Hit Kills

Enter the **CHEAT MODE** code, then press **L1, R1, L2, R2, SELECT**.

# Pervert's Paradise

 Dear Miss Bountiful Bea,  
I find myself overpowered by  
your obvious intelligence and  
overawed by your exquisite beauty.  
Upon each purchase of PlayStation Pro  
I flick anxiously to your pages and,  
upon reaching them, breathe a sigh of  
relief as I gaze upon your perfect form.  
I find myself drawn to your beautiful  
big round eyes and can stare at them  
for hours.



I would like nothing better than to take you out to a restaurant and wine and dine you, then return to my, house, snuggle in front of a warm fire and get down to something more physical, Tekken 3 perhaps.

However, I feel that I must ask a boon of your gorgeous self. In this case I ask, not for myself, but for every reader of the magazine. I feel that a cover disk with a slide show of pictures of your oh-so-good self which each and every reader could just pop into his (or her) PlayStation and just sit back and watch as your images slide gently across the screen would be the greatest gift to mankind that you could bequeath. Dual Shock compatibility would be a bonus.

I am humbled by the thought that I could ask such a thing of your lovely self.

Your servant,

Norbert Stiles Aged 31 1/2


South Harrow, Middlesex

**A** Are you sure it's just my eyes that you've been staring at? Usually flattery does get you everywhere, but unfortunately your ramblings were such that I got quite scared after the first paragraph and have had to send out the men in white coats to get you. And

as far as the cover disc goes, I think we'd better put that on hold until you get out of the hospital.

**Q** Is there any way that I could get a couple of signed photos for me and the lads at work as we are all postmen who get up early and have nothing sexy to look at in the morning. PLease can you help?  
Yours faithfully,  
All the lads at Cambell Street Post Office

**A** Oooh, lads! I love a man in uniform! I would be more than happy to send you a photo of me to look at while you empty your sacks, but I think it might put you off your stroke.


 Dear Miss Bea,  
My name is Tom and I'm a Leo. I am very sporty, and when I say sporty I include kissing and snogging! It's not really a sport but I like it all the same. I admire your looks, and although I don't know how intelligent you are, you are definitely very, very sexy.

*I do not know you very well, and I would love to. Why don't you e-mail me on (that's enough of that - Chicken) so we can get in*

contact with each other, and I would love to see you in the flesh.

Yours sincerely,  
Tom The Admirer

**A** Well Tom, you had me blushing right down to the lace on my g-string! As much as I'd like to meet you, I think I'd get arrested if I got intimate with someone so young. But keep practicing the snogging, and maybe in a few years, who knows? Besides, I don't think your mum would like me stealing her baby boy away from her. And your dad would be jealous.

 Dear Miss Bea,  
We don't want any cheats (cause we don't cheat on any of our games). All we want is for you to remove that black bra and show us the magic beauty inside on the next issue. Cause the mag will have a new look, you'll have a new look and we'll have a new look at you, so pretty please xxx infinity!

And we're not sad so don't put us in  
the perverts paradise - put us in the star  
letter!

Stu and Cal, Fraserburgh



## Level Password

- 2.....△,○,○,△,△,↑,⊗,↑  
 3.....△,⊗,○,↑,△,△,⊞,→  
 4.....△,⊞,○,↑,△,○,↑,←  
 5.....△,↑,○,↑,△,⊗,↓,←  
 6.....△,↓,○,⊗,△,⊗,←,↓  
 7.....△,←,○,←,△,↓,△,△  
 8.....△,→,○,↑,△,↓,○,←  
 9.....○,△,○,○,○,↑,⊞,↓  
 10.....○,○,○,⊗,○,←,↑,←

- 11.....○,⊗,○,↑,○,○,↓,△  
 12.....○,⊞,△,↑,○,↓,←,⊞  
 13.....○,↑,△,⊗,○,↓,△,⊗  
 14.....○,↓,△,↑,○,△,○,⊞  
 15.....○,←,△,↓,△,○,⊞,↑  
 16.....○,→,△,⊞,△,○,↑,⊞  
 17.....⊗,△,△,⊞,△,⊗,↓,⊞  
 18.....⊗,○,△,⊞,△,⊞,⊞  
 19.....⊗,⊗,△,↓,△,↓,△,↑  
 20.....⊗,⊞,△,⊞,△,↓,○,⊞



# Colin McRae Rally

## Cheat Codes

Enter one of the following when asked to enter your name:

- Peasouper - Adds fog to all stages
  - Buttonbash - Power accelerator
  - Heliumnick - Co-driver has a squeaky voice
  - Directorcut - Allows you to play with replay
  - Kitcar - Gives you a turbo boost (press SELECT when the green bar is full)
  - Moreoomph - Double engine power
  - Forklift - Rear wheel steer Trolley - Gives your car 4 wheel steering
- Enter "BLANCMANGE" as a name. Then, start a game in rally or time trial mode to race in a wobbly car.

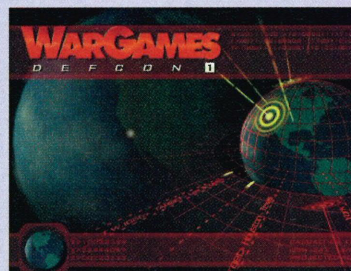


## Play in the Dark

To race in the dark on any level enter your name as NIGHTRIDER and then start any race plus you will notice that some of the blocked-off roads are now open. If you go down them then the car will stop and the lights will go off, then a beam of light will flash on to the car and lift it into the air.



# WarGames: Defcon 1



## All Levels for W.O.P.R.

To access all levels for W.O.P.R., go to two player W.O.P.R. Co-op. Highlight level two, then enter ○○○○ ○○○○ ○○○○. Then go to one player W.O.P.R. and all the W.O.P.R. stages are available.

## Invulnerability for Player 1

Enter the password ⊗, ⊞, ⊗, ○, ⊞, ⊞, ○, ⊗.

## NORAD Passwords

Enter the following passwords on LEVEL GRIDS.

## NORAD MISSIONS:

- 02: CZECH REPUBLIC.....○○○  
 ○○○ ○○○  
 03: RUSSIAN URALS .....⊗○○  
 ⊗○○ ⊗○○  
 04: CAIRO, EGYPT.....○⊞⊞  
 ○○○ ○○○  
 05: CAMBODIA .....△○○  
 ○○○ △○○  
 06: SWISS ALPS.....⊞○○  
 ○○○ ○○○  
 07: LIBYA .....⊞○○  
 ⊗○○ ○○○  
 08: CHANNEL ISLANDS.....○○○  
 ⊞○○ ⊞○○  
 09: GRENADINES .....⊞○○  
 △○○ ⊗○○  
 10: LOUISIANA BAYOU.....⊗○○  
 ⊞○○ ○○○  
 11: CHINA, NEAR BEIJING ....○⊞△  
 ⊗○○ △○○

- 12: SAUDI ARABIA.....△○○  
 ⊗○○ ○○○  
 13: ARCTIC CIRCLE.....⊞○○  
 ⊞○○ △○○  
 14: NEW YORK CITY .....⊗○○  
 △○○ ⊞○○  
 15: OMAHA DESERT .....○⊞○  
 ⊗○○ △○○

## View All FMVs

Before the title screen appears, hold L2 and keep on pressing the START button.

## W.O.P.R. Passwords

Enter these passwords on LEVEL GRIDS.

## W.O.P.R. MISSIONS:

- 02: FLORIDA KEYS .....○○○  
 ○○○ ○○○  
 03: IRIAN JAYA .....⊞○○ △○○  
 ⊞○○  
 04: NEW ENGLAND.....⊗○○  
 ⊗○○ ○○○  
 05: RUSSIA.....○○○  
 ⊞○○ △○○  
 06: BRUSSELS.....⊗○○ △○○  
 ○○○  
 07: SOUTH AFRICA.....△○○ ⊗○○  
 ⊗○○  
 08: HONG KONG.....⊞○○  
 △○○ ⊞○○  
 09: MEXICO.....⊞○○ △○○  
 ⊗○○  
 10: BERING STRAIT.....⊗○○  
 △○○ ⊞○○  
 11: KREMLIN.....⊞○○ △○○  
 ⊞○○  
 12: POLYNESIA .....⊞○○  
 ⊗○○ ⊗○○  
 13: CONGO.....⊗○○  
 ⊞○○ ○○○  
 14: WASHINGTON DC ....○△○ ○△○  
 ⊗△○  
 15: TOKYO .....△△○ ○○○  
 ○○○





# Twisted Metal



**Q** Dear Miss Bea,  
I have recently bought the delightful Twisted Metal 3 on import, I find it very addictive, boring, yet satisfying. Can you send some more cheats please?  
Just one more thing - may you send me a photo? You are very attractive.  
Thankyou,  
Martyn Olver, St. Austell  
P.S. Are those breasts real?

**A** Ooh, you naughty boy, I hope your PlayStation isn't chipped! Or do you have a very obliging friend abroad who generously gave you his machine? Whatever the case, the Twisted Metal series may be getting stale now, but here are a delicious platter of cheats to rev up this game a little. Oh, and give me some credit - do I really look like the kind of girl who's a slave to silicon? What you see is what you get.

## 99 Freeze Missiles

Go to the password screen and enter  
△, ↑, ○, ⇐, START.

## All Pickups are Power Missiles

Enter the password START, L1, START, L1, START.

## Auger Passwords

Washington DC — ○, ○, SELECT, ↓  
Hangar 18 — ⊗, START, ↑, L1.  
North Pole — SELECT, R1, ⇐, ⇐, ⊗  
London — ⇐, ⇐, R1, R1, ⇐

Tokyo — ↓, R1, L1, ⊗, ⇐  
Egypt — R2, START, R2, ⇐, ⇐,  
Blimp — △, L1, △, ⇐, ○

## Axel Passwords

North Pole — ⊗, △, ○, R2, ⊗  
Washington D.C. — L1, ○, △, ⇐, ↑  
London — ↑, L2, ○, ○, L1  
Tokyo — ↑, △, SELECT, ⇐, ↑  
Egypt — ⇐, ↑, L1, ↑, R2  
Blimp — L1, R1, ↑, ⇐, ○

## Club Kid Passwords

Washington DC — ↓, ⊗, ↑, ⇐, ↑  
Hangar 18 — R2, ⇐, ○, L2, L1  
North Pole — △, ○, ↓, △, ⊗  
London — ⊗, ⇐, ⊗, ⊗, ↑  
Tokyo — ○, R2, START, ⇐, R2  
Egypt — ⇐, ⇐, ↓, R2, ⊗  
Blimp — L1, ○, START, △, ⇐

## Firestarter Passwords

Washington DC — ⇐, R2, SELECT, L1, ↑  
Hangar 18 — L1, R2, ⊗, ⇐, ↓  
North Pole — ○, R2, R1, R1, R2  
London — SELECT, R1, ⇐, ○, SELECT  
Tokyo — START, R2, ⇐, L2, START  
Egypt — ↓, SELECT, ⊗, △, ⇐  
Blimp — L2, L2, ⇐, ○, R1

## Get 8 Specials

In the Hangar 18 level, destroy all four control panels and enter the warp inside the UFO. Wait a while on top and you'll see a UFO flying around. Shoot it down and you'll get 8 specials.

## Giant Ricochet Bombs

Enter ⇐, ⇐, ⇐, ⇐, ↑ as password

## Hammerhead Passwords

Blimp — ○, ↑, ↑, START, ⇐

## Infinite Specials

Enter the password L1, L1, R1, R1, R1. Then you will return to the main menu. Now begin a game then quit. When you begin a game again you will have an unlimited amount of your character's secret weapon.

## Last Level Tip

On the last level you must shoot all switches before your enemies will die for real. If you don't they will come back to life. Shoot all the switches than the big switch (located on the upper level in that red place.) Shoot this and you're in business.

## Minion Passwords

Washington D.C. — ↑, START, ↓, L1, ○  
Hangar 18 — ⇐, R1, SELECT, ○, ⇐  
North Pole — L1, START, R2, ↓, △  
London — ○, R1, △, L1, R2  
Tokyo — SELECT, START, R1, L2, ⊗  
Egypt — START, L1, ⇐, R1, R1  
Calypso's Blimp — ↓, ⊗, ○, ↓, SELECT

## Mr. Grimm Passwords

Washington D.C. — ↓, ↓, START, R2, ○,  
Hangar 18 — R2, ⊗, △, ↓, ⇐  
North Pole — △, ↓, ⇐, R2, R2  
London — ⊗, ⊗, ○, ○, ○  
Tokyo — ↓, L2, SELECT, SELECT, ⇐  
Egypt — ↑, ○, ↑, ↑, L1

## Outlaw 3 Passwords

Washington D.C. — △, SELECT, ↓, ○, L1  
Hangar 18 — ○, L1, R2, R2, ○  
North Pole — START, ○, ⇐, ↑, L1  
London — ↑, R2, △, SELECT, R2  
Tokyo — ⇐, ⇐, ↑, ○, ⊗  
Egypt — L1, R2, ⊗, ⇐, START  
Blimp — ○, ⇐, R1, ↑, L2

## Play as Minion

At the password screen press ⇐, ⇐, ⇐, ⇐, ⇐. Minion will be next to Outlaw 33 on the car selection screen.

## Play as Sweet Tooth

Enter the password ⇐, ⇐, ⇐, ⇐, ⇐. Sweet Tooth appears after Hammerhead.

## Roadkill Passwords

Hangar 18 — ↓, L2, START, ⇐,

## SELECT

North Pole — R2, SELECT, △, ↑  
London — △, L2, ⇐, △, L2  
Tokyo — ○, SELECT, ○, SELECT, △  
Egypt — ⇐, L2, START, ○, R1  
Blimp — ⇐, ○, ⇐, START, SELECT

## Secret Disco Level

Enter the password ⇐, ⇐, ⇐, ○, ○, You'll be brought to Club Kid's house.

## Secret Warehouse Level

In the password screen type the following  
↑, ↑, ↑, ⇐, ⇐.

It will go back to the main menu as though nothing happened. Now go to deathmatch, select a car and ANY stage. You will automatically start in the warehouse.

## Secret Warehouse Level 2

Enter the password ○, ○, ○, ⇐, ⇐

## Secret Weapons

North Pole:

Lightning - Go to the teleporter on the upper level and you will be transported to Santa's place, destroy his house and you will find the lightning item. Lure everyone into Santa's place, run out of there to the far end of the stage and use the item.

Hangar:

UFO - Go to the raised level outside of the arena and travel around it till you find a large area with a red light on the front wall and destroy it. Continue along the outside and do the same for the three remaining openings. Find the road on the lower arena and head the ship into a teleporter. After teleporting, turn around and destroy the glass dome and grab the UFO item. Use it right away (It's a lethal weapon)!





#### Egypt:

**Lightning** - Go to the temple at one of the far ends of the stage and blow open the entrance. Head down the tunnel into the main room and destroy the pillar in the centre and grab the lightning item. Lure everyone into the temple, run out and use the item.

**Eve** - Go to the pyramid at the far end of the stage and destroy the pillar in the front of it, revealing an underground passage. Go through the tunnel and into a room with a coffin. Destroy the coffin and get the pyramid-shaped item. Lay one nearby an enemy, run away, and detonate it.

#### Tokyo:

**Radar** - Go to the roof with the big radar dish on it and find the ramp on the end of the roof. Use your turbo and jump the ramp and onto the next roof. Go left up an incline and turn left again, you should see another ramp. Head straight up the ramp, using turbo, and jump onto another ramp on a roof. If you aim correctly from the ramp you should get the item. Go off the roof where the dish is located and use the item.

#### Blimp:

**Lightning** - Go to the lower level and into one of the two passages that takes you to a road closed wall, destroy the wall and head through the tunnel until you find another road closed wall. Destroy this wall and go up to the blue room with a pack of missiles, a full health pack, a teleporter, and a lightning item. Use the item in either that blue room or the red room on the upper level.

#### Shoot High Napalms

For high-arcng napalms, enter the password **R1, R1, L1, L1, L1**.

#### Special Moves

**Freeze Missile** - While in battle press **↵, ↵**.  
**High Jump** - While in battle press **↑, ↑, ↵**.  
**Rear Fire** - While in battle press **↵, ↵, ↓**.  
**Invisibility** - While in battle press **↑, ↓, ↵, ↵**.

#### Spectre Passwords

Washington D.C. — **↑, ⊙, ↓, ↵, L1**  
 Hangar 18 — **↵, ↑, ⊙, R1, ⊙**  
 North Pole — **L1, ⊙, L2, ⊙, L2**  
 London — **⊙, ↑, ↵, ⊙, START**  
 Tokyo — **SELECT, R1, R1, ↵, R2**  
 Egypt — **START, START, ↑, R2, ⊙**  
 Blimp — **⊙, ⊙, R1, START, R2**

#### Sweet Tooth Passwords

Washington D.C. — **R1, R1, ⊙, START, L2**  
 Hangar 18 — **⊙, R2, R2, ↵, ⊙, R1**  
 North Pole — **L1, L1, SELECT, SELECT, SELECT**  
 London — **↑, R1, ⊙, ↑, ↵**  
 Tokyo — **↵, L1, ↑, L2, L1**  
 Egypt — **L1, ⊙, ↵, ⊙, SELECT**  
 Blimp — **⊙, R2, ↵, L2, SELECT**

#### Thumper Passwords

Washington D.C. — **R2, ⊙, ↵, ↓, L2**  
 Hangar 18 — **⊙, R1, R2, ⊙**  
 N Pole — **SELECT, ⊙, R1, R2, ⊙, ⊙**  
 Tokyo — **START, START, SELECT, ↑, L1**  
 Egypt — **L2, START, ↵, ↵, ⊙**

Blimp — **R1, R1, ⊙, L1, SELECT**

#### Unlimited Weapons

Enter **⊙, ⊙, ⊙, ↑, ↵, ↓** at the password screen.

#### Warthog Passwords

Washington D.C. — **SELECT, L1, ↵, START, ↵**  
 Hangar 18 — **START, L1, ↵, R1, L2**  
 North Pole — **↓, L1, START, L2,**

#### START

London — **⊙, ⊙, START, ↵**  
 Tokyo — **↓, R1, L1, ⊙, ↵**  
 Egypt — **⊙, ⊙, START, L1, ⊙**  
 Blimp — **R2, L2, ↓, ⊙, ↵**

# Ridge Racer Type 4

**Q** Dear Miss Bea,  
 Much as I'd like to sit here and ogle you're heavenly body all day, I desperately need some help of another kind. I recently bought Ridge Racer Type 4, but I'm having trouble getting to grips with it. Please, please, oh lovely one, can you put me on the right track to success before I kill myself out of frustration?

Andy Coleman, Weston-Super-Mare

**A** Well Andy, I'm glad to see that you've sorted your priorities out.. I mean, isn't it right that games should come before girls? However, this behaviour is fine for a short while, I think it's gonna be detrimental to your social life in the long run, so have a signed pic of me to show you what you're missing. In the meantime, I hope these Ridge Racer Type 4 hints will help you perfect your handling and keep you on the straight and narrow...

#### Sharp Corner Tips

Drift cars have a smaller turning angle than grip cars. This isn't very obvious, since drift cars now share nearly the same turning angle as grip cars. To perform a perfect sharp cornering, you have to get have your car do some sliding. Both types of cars have different ways of doing this, and they sound different too. By sliding, you'll definitely have a loss of speed, but it is far

better than knocking into the wall and having to catch up later.

#### Drift Cars

##### Method 1

1. Release the accelerator button
2. Turn
3. Hit the accelerator just after pressing the direction button
4. Tap left or right to align

##### Method 2

1. Turn
2. Release the accelerator button
3. Hit the accelerator just after pressing the direction button
4. Tap left or right to align

In most cases, drift cars can manage sharp corners this way. You'll have to predict when to release the accelerator before the turning point. Some blunt corners do not require sliding, but seem more than the car can manage. In this case, just tap the brake a bit till you're

sure that the car will not graze against the wall.

#### Grip Cars

##### 1. Turn

2. Press or tap the brake button without releasing the accelerator
3. Keep pressing the brake button till you can pass the corner.

Grip cars cannot slide as much as drift cars, due to their good traction (Hence their name). But they can do most blunt corners without slowing down.

**Cases of oversliding** -When using fast drift cars (mostly stage 04 cars), you tend to slide too much than expected. You'll know you overslide when you hear a really high-pitched engine sound. To solve this, wait till the car to get its grip after the slide. Shift the gear lower by one, so that the speed catches up and continue as usual.





# Resident Evil 2

**Q** Dear Miss Sexy,  
I love PlayStation Pro (though not more than you) - I think it's the best mag ever. I was wondering if you have any tits, sorry tips and cheats for Resident Evil 2 and Colin McRae Rally. Please help me,  
Love  
Kyle Lawson (Hot Lips), Garstang

**A** Hot Lips, eh? Have you been putting your mouth too near a boiling kettle again? Or did last night's curry have a lingering effect at both ends of the spectrum? (If you get my drift). You're obviously desperate for some assistance of the gaming kind, so take my hand and I'll lead you through the ins and outs of Resident Evil 2 (even scarier than the Pro team doing the Full Monty), not to mention the fantastic Colin McRae Rally.

## Alternate Costumes

To get the special costumes do the following. Start a new game on normal difficulty. Don't pick up anything. When you get to the gate that leads to the police station go down the stairs. Down there will be Brad Vickers, the pilot from Resident Evil (he's a ZOMBIE!) Head past him and go up the stairs. Get the herb from the bushes closest to the stairs. Go in the R.P.D. and get the bullets



at the desk in the back of the room. Go back to Brad and fill that zombie full of bullets. Inspect him, and then take the special key.

When you get to the dark room there are some lockers, use the key to unlock one and get the costumes. With Claire you get a cool denim jacket and the Colt S.A.A. gun. With Leon you can either choose a leather jacket with a skull on the back or a tank top and a baseball hat.

**Note:** The quickest way to kill Brad is to get close then walk backwards. Let him lunge at your feet then stomp him in the head. This saves a lot of bullets and only takes away 1/8th of your health.

## Bonus Weapons

If you finish the game in 2 1/2 hours or less on mission A and get a rank of A or B, you will get the rocket

launcher with infinite rounds. On Mission B you have two options: If you finish the game with an A or B ranking and under 3 hours, you'll get an infinite sub-machine gun. If you finish the game with an A or B ranking in under 2 1/2 hours you will

get infinite rocket launcher sub-machine gun and the almighty Gatling gun.

## Extra Ammo

When you are playing as Leon and get the custom parts for a gun, don't use them right away. Instead, use all of your ammo up first and then combine them with the custom parts. Your weapon will then be full to its maximum.

## Hidden Shotgun Shells

You get the shells in the room where you use the two red jewels. Once the camera angle changes go check the two crates that are stacked one on top of the other.

## One-Hit Gator Kill

When you fight the gator boss, he starts coming towards you and you

see a yellow light on the left wall. When you inspect the light a cylinder will fall and the greedy gator will eat it. While the cylinder is in its mouth, shoot it and the gator will explode Jaws-style.

## Play as Hunk

To play as Hunk, beat the A and B games of either character (Leon or Claire) with an A rating on both. Hunk is one of the SWAT members from Umbrella whose mission is to get to the rooftop from the sewers.

## Play as Tofu

To play as Tofu (very strange), you beat 6 scenarios with an A ranking. Tofu's mission is the same as Hunk's — get to the rooftop from the sewers. However, it's much harder this time as Tofu is only armed with a knife and cannot use guns!

## Ranking System

To get an A ranking, beat the game in under three hours and don't use any First Aid sprays (though you can use herbs).

To get a B ranking, just beat the game in under three hours.

To get a C ranking, finish the game in five to seven hours.

For a D rating, finish the game in seven hours or more. Note that your rank will be lowered by one grade if you use any special weapons or if you saved more than 12 times.

## Super Stamina

For limited invulnerability, mix green, red and blue herbs.

# WWF Warzone

**Q** Dear Miss Bea,  
I love wearing figure-hugging lycra tights and bouncing around in a wrestling ring (honest!?)

Anyway, can you tell me the finishing moves for WWF Warzone? I worked out Undertaker's, Bulldog's and Bret's but that's all. So please please help me. Also, are there any secret moves for each wrestler?

Thank you,

Mark Nicholls, Cardiff

P.S. Got any cheats for Wargames?

**A** You're strange boy Mark - I wouldn't tell everyone about your fetish for lycra tights (although I think I've just managed to do that for you!) Still, if it's sweaty men bouncing around like Teletubbies that lights your fire, who am I to argue?

(Although the thought of it is having a very strange effect on me). Here are the finishing moves for this wrestling revelry, I hope it lets you finish off your opponent in style! And as an extra special treat, I've thrown in some Wargames level cheats to steer you away from the leotards...

## Key

- R - Right
- D - Down
- L - Left
- U - Up
- p - Punch (Triangle Button)
- tu - Tie Up (Circle Button)
- k - Kick (Square Button)
- b - Block (X Button)

## Positioning Keys:

- S - Ready position (both standing)
- B - Behind opponent (both standing)



- GF - At opponents feet, opponent on ground
- GH - At opponents head, opponent on ground
- TS - On turnbuckle, opponent standing
- TG - On turnbuckle, opponent on ground
- CF - Opponent trapped in turnbuckle, facing you
- CB - Opponent trapped in turnbuckle, back to you
- WR - Move done while running
- AR - Move done while opponent is running
- T - While tied up



## Finishing Move Sheet

- Triple H (Pedigree) - R,D,L,(tu+b) (R)
- British Bulldog (Running Powerslam) - D,U,D,(p+tu) (R),U,D,(tu) (T)
- Bret "The Hitman" Hart (Sharpshooter) - L,L,U,(k+b) (GF)
- Owen Hart (Sharpshooter) - L,L,U,(k+b) (GF)
- Shawn Michaels (Sweet Chin Music) - R,D,U,(k+b) (R)
- Mosh (The Mosh Pit) - L,R,U,(tu+b) (TS)
- Thrasher (The Stage Dive) - L,L,U,(p+k) (TG)



# Silent Hill

**Q** Dear Miss Bea,  
Hi, my sexy lady friend. I'd just like to say you're the greatest thing that ever blessed the pages of PlayStation Pro. Your fun puppies are a joy to behold, and certainly get my engine humming. 'Tis just unfortunate you cannot display your body of perfection in its full pride and glory. Anyway I've just recently bought the heaven made game known as Silent Hill (American Import) - trouble is, it's rock hard. Does the goddess of beauty and love, have time to take pity and help me in this stiff situation as it's more fun than doing it manually? Your help will most definitely be appreciated my love. Adam Shields, South Shields (drop by anytime)

**A** Thanks for the tidal wave of compliments, Adam - I'd be happy to drop round, only I think your engine would blow a gasket and end up overheating! Anyway, as I'm quite an expert in dealing with 'rock hard' things, I've got plenty of advice for you in this department. And for Silent Hill too...

## Defeating Alessa

In the last stage, Alessa will use lightning bolts to hit you. To avoid

this attack, just press Forward+Left or Right and Run! Harry will keep running in circles. After two or three circles you may stop and start shooting her. When she starts another round of lightning just stop shooting and run again.

## Ending Bonuses

There are four endings to Silent Hill, each with its own set of bonuses.

### BAD ENDING- Prizes: Gas tank, Chainsaw, Rock Drill.

The Gas tank is found in the gas station. It is used to power the other two prizes, but only one of the two weapons can be taken. The rock drill is in the room under the drawbridge control room. The Chainsaw is in the smashed window of Cut-Rite chainsaws, and is a lot better than the rock drill. These two weapons are useful against slow ground enemies, but the hammer works better, and you don't even need to beat the game to get it.

### BAD ENDING - Prize: Katana.

Found in the previously locked room in the Dog House on Levin Road. It WAILS any slow moving enemies,

and you lunge forward with every stroke. Hold the circle button for an overhead blow, and tap twice for a double slash. You can perform a three-hit combo by holding the circle for the first hit, then rapidly pressing it again.

### GOOD ENDING- Prize:

#### Hyperblaster

This gun is mega-powerful and has an unlimited supply of ammo.

### GOOD ENDING- Prize:

#### Channelling Stone.

Found in the convenience store. Who knows what it does, what it is or where to use it, not me.

### Extra Health Drinks in the Hospital

For three health drinks, search the wrecked Drink-Machine in the first floor of the hospital. Hmmm, tastes real good.

### Extra Options

During game play, hit the select button to bring up the Item screen, then go to Options. Once you're in, push any shoulder button. If done correctly, it opens a small menu where you can change the colour of

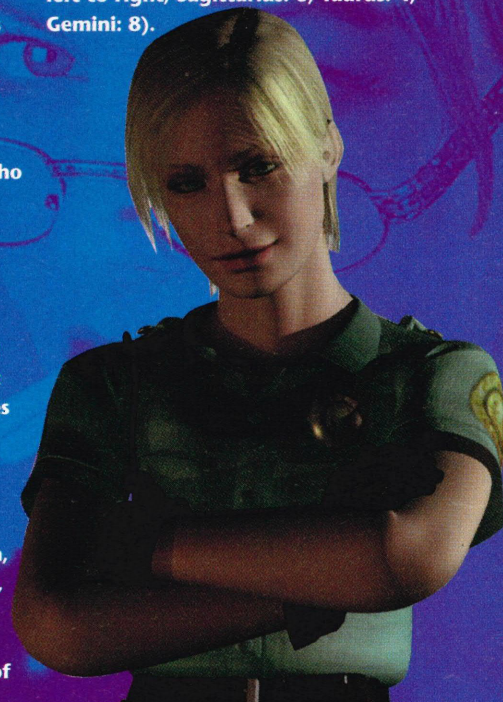
the blood, reverse some of the controls, and turn off auto-aim.

### Finding the Gold Medallion

Get to the school, when you get to the room with the Statue of the old man's hand, go into the room to the north and get the chemicals. Go back to the statue and use the chemicals on it. Then pick up the Gold Medallion and place it in the Clock Tower.

### Zodiac Room Tip

In the room with the Zodiac Signs, click the digit according to the amount of limbs in the picture (from left to right; Sagittarius: 6, Taurus: 4, Gemini: 8).



Rocky Maivia (Rock Bottom) - L,L,U,(p+tu) (R)  
Faarooq (The Dominator) - U,U,U,(tu+b) (R)  
Ken Shamrock (Ankle Lock) - L,R,U,(k+tu) (GF)  
Stone Cold Steve Austin (Stunner) - R,R,U,(tu+b) (R),R,R,tu (T)  
Goldust (Curtain Call) - R,D,D,(tu+b) (B)  
Undertaker/Kane (Tombstone) - D,D,D,(p+tu) (R), U,D,tu (T)  
Mankind (Mandible Claw) - R,L,U,(tu+b) (R), R,L,U,(tu+b) (GH), R,L,tu (T)  
Ahmed Johnson (P. River Plunge) - R,U,L,(k+b) (R)  
Dude Love/C. Jack (Mandible Claw) - R,L,tu (T), R,L,U,(tu+b) (GH)  
(Double Arm DDT) - R,L,U,(tu+b) (R)  
Sue (Sharpshooter) - L,L,U,(b+k) (GF)  
Pit Scorpion Moveset (Sharpshooter) - L,L,U,(b+k) (GF)  
Colossus Moveset (Choke Slam) - D,U,D,(tu+b) (R)

## Test Drive 4

**Q** Dear Miss Bea Havin,  
I am not bothered if this letter gets published or not, but I would like some cheats for Test Drive 4 if at all possible. Also, my favourite ladies are you, Kelly Brook, Gillian Anderson and Sarah Charles.

Please, if possible you lovely lady, could you sort me out with some signed pictures of any of you lot. Although I am not just some pervy bloke I really do admire your beautiful curvaceous body. Yours hopefully, Chris Morgan, Colchester  
P.S. I do not masturbate.  
P.P.S. The mag is great and you are the best feature. I would also be interested in the names and issue numbers of your 'Scandinavian mags'.

**A** Scandinavian mags? Do I look like the kind of girl who would do that sort of thing? Maybe all those other girls on your Dreambabs list would go in for that kind of European erotica, but not me - I'm just a good, clean wholesome girl (honest!)  
Anyway, here are a few cheats to put some power in that rather lacklustre racer - hope you like them!



One more thing - why don't you masturbate, Chris? Could it be because your penis is so small that you can't find it?

### Codes

To use these codes you must be fast enough to have your time entered on the high score screen (make sure to turn checkpoints on from the OPTION screen.)

Name .....Effect  
knocked .....Reverse tracks  
whooooosh..Nitros (press HORN while racing)  
mjcim.rc .....Tiny cars  
sausage .....Bonus cars

Note: After entering the codes make sure you save your game to the memory card. Otherwise, you will have to run this each time you play. Also, if you use the Nitro code in less than second gear you'll spin out.



# Die Hard Trilogy



**Q** Dear Miss Bea,  
Do you have any tips for Die Hard Trilogy? I know this is an old game but I have only recently bought a PSX.

I would be grateful if you can send me a couple of signed photos of yourself (preferably in some stage of undress!), I'm 22, so there's really no need to hide your obvious talents!

P. Tilan, Harrow

**A** Oh, 'P' (nice name, by the way) - if only I could send you some photos of yours truly in a state of undress. However, Chicken has confiscated them to add to his 'personal collection', and they haven't been seen since. As a consolation, here's a few cheats to take your mind off the disappointment. This game might look dated now, but there's still plenty of life left in the old dog (a bit like Chicken, really).

## Change Enemy Voices

To change the voices of the enemy on Die Hard press start and hold **R2** then press:  $\rightarrow, \uparrow, \downarrow, \leftarrow, \square, \triangle, \circ$ . If done correctly you should hear the enemy talk in a "chipmunk" voice. If done again you will make the enemy have a very low voice. If done a third time you will set the enemy's voice back to normal.

## Cheat Codes

To use these cheat codes, pause the game and hold **R2** while entering the desired code.

## Die Hard 1

$\rightarrow, \uparrow, \downarrow, \square$  = God mode  
 $\rightarrow, \square, \downarrow, \circ$  = 50 grenades and five bullets  
 $\rightarrow, \square, \square, \downarrow$  = Fat mode  
 $\downarrow, \square, \triangle, \downarrow$  = Villains float upwards when shot  
 $\rightarrow, \square, \triangle, \rightarrow$  = Forward is backward. Backward is forward  
 $\leftarrow, \square, \downarrow, \square$  = Co-ordinates  
 $\square, \square, \square, \square, \downarrow, \downarrow, \square, \square$  = Plant scream when shot  
 $10 \times \triangle, 4 \times \rightarrow$  = Skeleton mode  
 $\downarrow, \square, \square, \downarrow, \triangle, \downarrow$  = Silly mode  
 $\downarrow, \square, \square, \rightarrow$  = 15 Bullets  
 $\rightarrow, \uparrow, \downarrow, \downarrow, \square, \rightarrow$  = Unlimited shotgun ammo  
 (Enter this code repeatedly in order to gain unlimited ammo for all of your weapons.)

## Upgrade Your Gun in Die Hard 1

While playing, pause the game, hold **R2** and press  $\rightarrow, \uparrow, \downarrow, \downarrow, \square, \rightarrow$  to get the infinite shotgun. Repeat this process for an infinite machine gun. You can do this code as many times as you want and each time you end up with a different gun.

## Die Hard 2

$\rightarrow, \uparrow, \downarrow, \square$  = Map editor  
 $\downarrow, \square, \triangle, \downarrow$  = Skeleton mode  
 $\rightarrow, \square, \leftarrow, \square, \triangle, \downarrow$  = Lots of ammo  
 $\leftarrow, \triangle, \rightarrow, \downarrow$  = Fat Mode  
 $\square, \downarrow, \downarrow, \square, \square, \square$  = Fergus mode (everyone looks alike)

## Die Hard 3

$\leftarrow, \triangle, \rightarrow, \downarrow$  = Fat mode



$\square, \downarrow, \downarrow, \triangle, \square, \square$  = Fergus mode  
 $\rightarrow, \square, \leftarrow, \triangle, \square, \square, \downarrow$  = Car floats in air  
 $\downarrow, \uparrow, \leftarrow, \leftarrow, \downarrow, \uparrow, \leftarrow, \leftarrow, \downarrow, \uparrow, \leftarrow, \leftarrow$  = Everything is in flat mode  
 $\leftarrow, \uparrow, \leftarrow, \leftarrow, \square, \downarrow$  = Slow motion  
 $\square, \rightarrow, \downarrow, \square, \triangle, \leftarrow$  = Sky cam mode  
 $\square, \downarrow, \downarrow, \square, \rightarrow$  = Very slow motion  
 $\rightarrow, \square, \leftarrow, \leftarrow, \square, \downarrow$  = Fuzzy dice in car  
 $\square, \square, \square, \square, \downarrow, \downarrow, \square, \square$  = 999 turbos  
 $\leftarrow, \square, \uparrow, \downarrow, \square, \rightarrow$  = Infinite lives

When you return to the game and notice the differences!

## Ride a Pushchair

To ride in a pushchair, make your way to the "rain" level. As soon as you can drive, perform a 180 degree turn. If you did it right, a cop car will race past you. Follow the cop (or the blue arrow if you lose sight of him) until you reach a parking lot. Here you will find an extra life, a time bonus, and a pushchair you can ride!

## Ride a Garbage Truck

On the first level, turn around and drive in the wrong direction. A blue arrow will appear. If you follow it you will be able to drive a garbage truck.

## Ride a School Bus

In level 9, make it to the first car chase and follow the truck. You will soon come to a parking lot where you can choose to become a school bus.

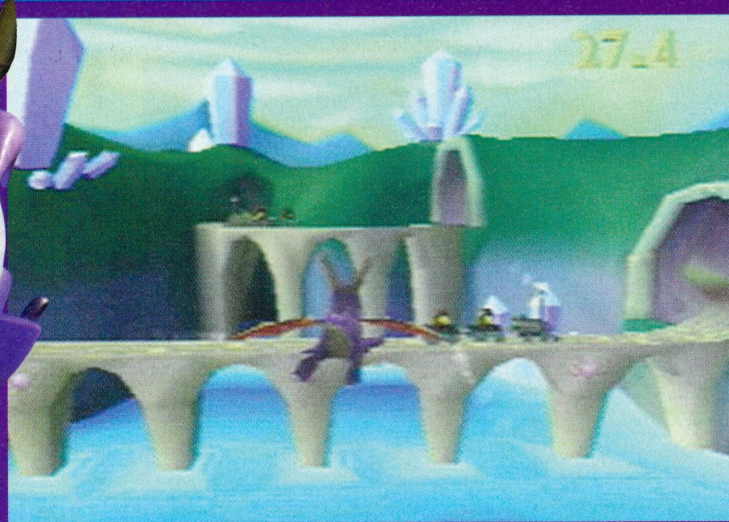
## Unlimited Beretta Clips

If you have a beretta, use all but one bullet before you exit the level. As you're running into the elevator fire the final bullet. If you did it right you'll have unlimited beretta ammo in the next level.





# Spyro The Dragon



## Cheat Death

This trick works for any world and in any level except the home levels. If you fall off a cliff, ledge, etc., You can just hit pause and exit the level. This way you end up at the portal to that particular level in the home level, and have saved your life.

## Crash Bandicoot: Warped Demo

In order to get your advance look at Crash's latest outing, simply pop the Spyro disc into your PlayStation, boot it up, and when you see the screen that says "Press START," and then press the R1 and A buttons simultaneously.

## Double Supercharge at Wizards Peak

To get a Double Supercharge at Wizards Peak line Spyro up with the Supercharge arrows pointing down the first hill. Charge down the hill and Spyro's feet will turn yellow. Then while Super Charging, take a right and go down the next hill with arrows. Spyro's feet will now turn orange-red. This enables you get to some hard to reach places on this level.

## Flying Gates

The following instructions will help you to find the gates to the flying levels on each world.

## Artisans

In the Artisan world jump on all five stones on the waterfall near the beginning of the area. It will then reveal "Sunny Flight".

## Peace Keepers

Use the cannon near the "Dr. Shemp" level and blast the target on the big rock. This cannon will also allow you to get the unbreakable box.

## Magic Crafters

The gate here is next to a dragon in the area you can reach in the cave near the supercharge spot.

## Beast Makers

Jump in the tree stump near the area with the warthogs and the big building holding treasure. There is a dragon next to the stump.

## Dream Weavers

Go to the centre of the world and blast the two guards guarding the

stairway you couldn't get past before. Kill the guards and go up the stairs, then jump across a series of jumps, which will lead you to the gate.

## Hidden Jewels in Beast Makers: Tree Tops

For a hard to reach set of jewels, a dragon and a thief with a 25 jewel, follow the green thief of the dragon eggs through the window, bearing off to your left at the beginning of the stage. He will lead you all the way there through a series of super charges.

For the other jewels, instead of going through the window go right instead, then jump off the platform down to the red thief waiting for a good chase.

Follow this thief through another series of super charges. You need all the gems in every stage to get into Nasty's treasure vault.

## Level Select

During gameplay pause and go to the inventory screen. Now press . When you go to a balloonist you'll have access to all levels.

## Marco the Balloonist

To travel to the Peacekeeper's World without having the prescribed number of gems, return to the beginning of the runway, run at Marco and jump onto his head. You will be able to bounce into the balloon and head to the Peacekeeper's World.

## Run Faster

To run faster, hold the RUN and JUMP buttons simultaneously.

**Q** Dear Miss Bea H,  
All I want to know is do you have any cheats for Spyro! I don't want any porn cos I'm a girl. Could I also have yours and the rest of the team's autograph?  
Nikki Rieth, Mossley

**A** It's a very brave woman who makes it into these parts, particularly with all the sweating, panting and heavy breathing going on! (And that's just Chicken!) Anyway Nikki, just for you, here are one or two special cheats to help you when dealing with that fire-spitting, purple-headed dragon.

Oh, and we'd be happy to send you autographs, but Chicken has banned them, just in case the team on the magazine starts thinking they're royalty.

## 99 Lives

During gameplay, put this code in to get 99 lives: .

LOVE MISS B



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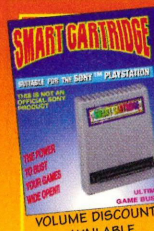
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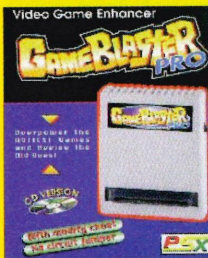
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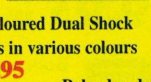
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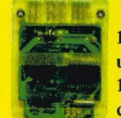


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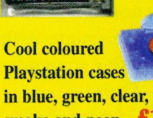


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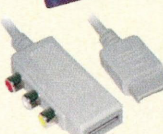
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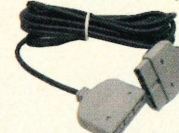
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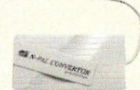
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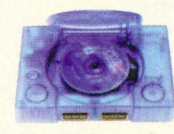
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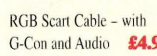
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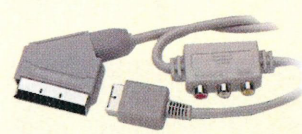
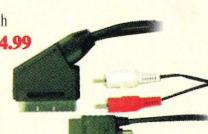
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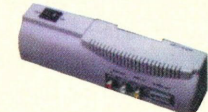
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# A Bug's Life

*Been stuck on level seven since last month? Never fear, Pro's here with part two of our hugely Ant-icipated walkthrough guide. "You are the spider!"*



## City

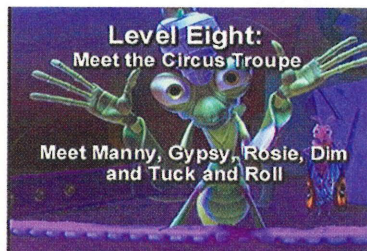
### Level Seven: Little Ant, Big City



**B**loody tough level this, you have to collect stacks of corn to go from section to section, and it ain't no fun I can tell you. First, run out of the little gap you start in and waste the spider. Remember to pick the corn that all the baddies leave behind. When you come out into the open area you'll encounter loads of yellow beetles, these guys are too tough to hurt with red berries so leave them be until you get an upgrade.

Run around collecting all the corn and get the green icon in the far right corner of the section. Turn the melon next to the bottle into a three way gun plant, good for wiping out those damn beetles. Get the purple icon behind the cola can, then quickly use any seed to upgrade your berry powers to blue. Get the other green icon next to the sign-

## City Square

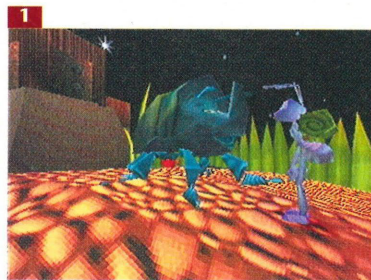


### Level Eight: Meet the Circus Troupe

Meet Manny, Gypsy, Rosie, Dim and Tuck and Roll

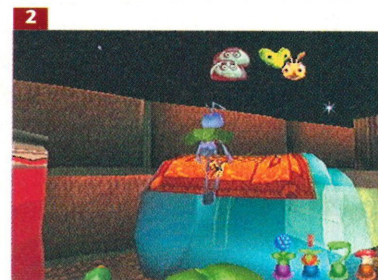
**Y**ou've got to find four mates here, Manny, Gypsy, Dim and the Tuck and Roll duo. Ace. Well,

here we go. Run up the ramp right in front of you and get the green icon. Jump over to the next platform and get the second green icon. Cross over to the tins on the left and use the plank to get the blue icon. Drop down to the left (if you're facing away from the ramp you ran up) and run along part of the cola can to the right. Set the yellow flare off, then turn round to the left and keep on running towards the first character, a very dopey blue thing. Run round to the other side of the boxes on the left, and clamber up the platforms to get the blue icon.



**1** Stupid (what the hell bug is this?) is the closest bug to where you start, so go meet him first. **2** Use a green leaf to reach the bottle. **3** Tuck & Roll, these crazy guys are a caper a minute. **4** If the going gets tough, let rip with the berries and hope they connect! **5** The last soldiers in the level, have you spelt FLIK correctly? If not, run back and get the remaining letters before talking to these guys.

Drop down and run north. You'll come to a signpost pointing forward, this is the spider character you need to meet. Keep running in that direction and you'll eventually bump into the freak.



Run up the ramp and get the purple icon. Drop down the other side of the box, use the seed to upgrade your berries to blue, then turn the seed into a green plant. Go back up the ramp and



# guides

## Entrance

**1** Enable the cannon to take out the hard shell bugs.  
**2** How bad is that slow down? Pretty bad, but keep hitting the throw button and you'll get the seed out of the bottle. **3** Just walk up to the door and it'll open right up (so long as you have 10+ grains) **4** Bring out your dead! Waste the bugs then jump to the tin can.

1



post then jump into the green bottle. Pick the seed up then get it out of the bottle. Due to shoddy programming this is quite cumbersome and pretty difficult. You have to carry the seed up the bottle and throw it down when you reach the squeeze.

Then you have to keep tapping the throw button while pushing forward so you only pick it up a little then drop it right away. It takes about 4 drops to get the seed out.

Go over to where the green icon is hovering near the seed and turn the seed into a level two green plant. Use the platform next to it to reach the leaf and get the third green icon. Run over to the next seed (left of the cola can) and do the same again, but with

2



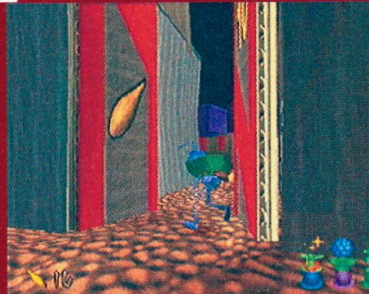
a level three green plant. Now get the fourth icon and turn the plant you're stood on into an even bigger plant.

Go up, get the seed, then drop down. You should have over ten corn by now (if you haven't taken all the yellow beetles out with your blue berries pick up the corn.) Get the seed you salvaged from the bottle and take it over to the blue icon.

Green plant your way up to collect it, then grab the seed and take it down towards the green gooey stuff near the door marked '10'.

Throw the seed next to the platform which is beside the goo, then use a plant to get on top of the platform. Clamber over picking up the corn, plus the corn from the spider, then go

3



through the huge doors (I had 17 corn at this point). Set the purple flare off. Kill the baddies in the local vicinity then run up the playing card. Use the platforms to get to the green bottle and collect the purple icon. From the flare, run straight forward and you'll get a yellow icon. Run left and you'll come across a green flare, next to which is a seed. Grab it and take it underneath the letter F.

Use a green plant to reach the seed, then once you're back on the ground use it to upgrade your berry to green. Then go back to where you found the seed and clear the goo.

Run up the playing card and use the platforms to reach the next yellow icon. Wipe the enemies out, then go through the thin gap. Throw the seed over the goo and follow it. Take out

4



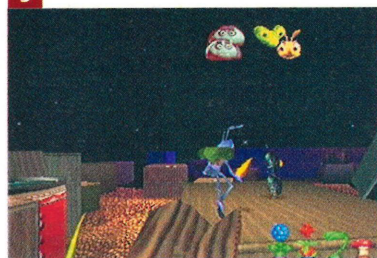
the spider, get the corn, then use the seed to make a huge green plant - big enough to reach the L. Go through the door with the seed and trigger off the yellow flare. Head left through the boxes and set off the blue flare. Keep on up and use the seed to reach the I.

Use the same seed to get the purple icon on the platform near the spider, then drop back down.

Turn your berries purple, then get through the next lot of green goo, taking that seed with you. Kill the spider sharpish and pick up all the grain lying around.

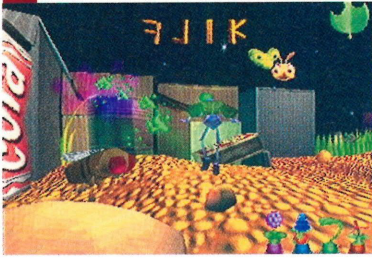
Take the seed all the way through to 30 grain doors then walk up to the yellow pages. The final letter, the K, is to the left. Grow a big green plant from the bottle top then walk into the three efforts to end this level.

3



jump from there to get on the high leaf. Use it to get on top of the blue bottle, then head towards the cola can and across the boxes that follow. Soon enough you'll come to the letter L, get it. Look down towards where that friendly spider is for bearings. Drop down to the left and you'll be able to see two more of the characters on a higher platform.

4



Keep going left past them and after the cola can you'll see Tuck and Roll (the party never ends in this city). Go around the grey box and you'll see a signpost with a picture of the guys on it. Follow this, as round the back of a tin can is a melon seed. Turn it into a spinning top and get on top of the can. Jump over and make your way to the boys, then

5



jump over to the left and get the brown icon. Run to the centre of the level and turn the seed into a spinning top, giving you access to the purple icon. On landing, use this plant to upgrade your berry to green. From this seed, run towards the bottle cap which takes you over several platforms, leading to the letter F hovering above a cola can. If you

run around these boxes, you come to a red flare, keep moving round and in one of the gaps is a seed. Turn it into a spinning top on you'll get the K. Get the blue icon, then run up the playing card. This will eventually lead you to another blue icon. Get back down and use a seed to get the super jump from your collection of blue articles. The I is round here somewhere, you just need to find the correct ramp that leads to another series of jumps and it's there. Next, run back to where you met Tuck and Roll, but use the ramps and horizontal bottles to get further into the levels corner. Get the purple berry from the top of the tin then follow the sign, this'll lead to a series of ramps which will lead to the last round of creature capers.



# Bug Bar



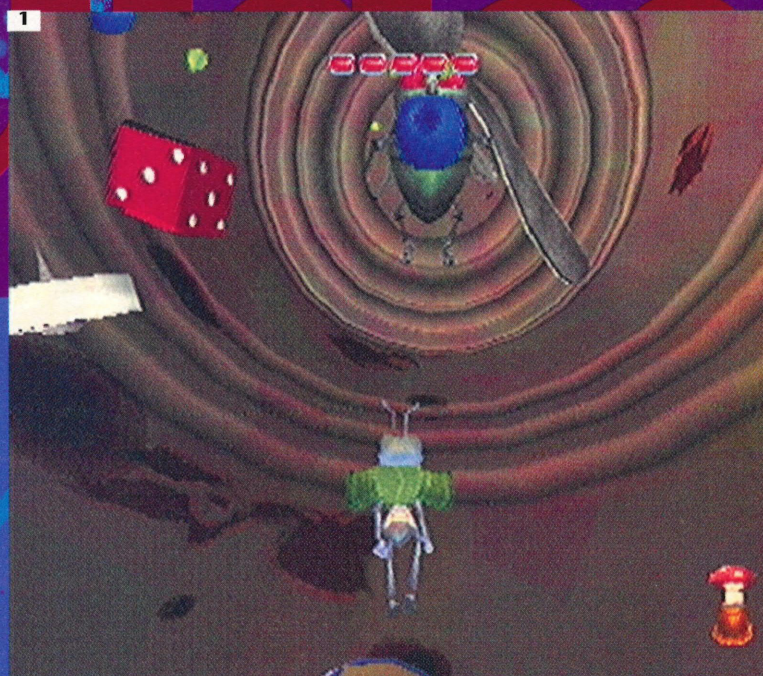
It's like a fun house this level. You're stuck in a constantly spinning barrel. You've gotta beat the holy Jesus out of this big, fat, foul, flying freak while avoiding all sort of random objects rolling around in the barrel.

As you can probably imagine, the red berry is about as welcome as getting a hard-on at a funeral. Straight away turn around and run away from your horsefly tormentor. When you come to the ball in your path, jump on it and bounce up to reach the I. Hop off the ball and push it down towards the end of the barrel. Get the blue berry and use the ball to get the K. Next,

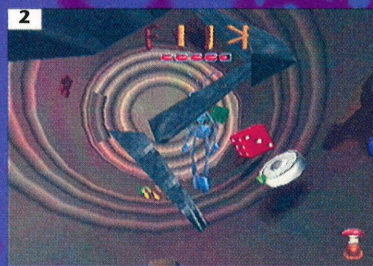
push the ball a couple of times down towards the enemy horsefly, and bounce up to get the L.

Push the ball all the way down to the beast while throwing blue berries at the git, then get the F and the gold berry. Start slapping his arse with this super hard berry, while taking care not to pick up any blue berries that he drops down after taking hits.

You have to keep moving to either end of the barrel to keep up with him, so be careful with the rolling objects and pick up the health items when he drops them (which is after you hit him). Easy!



**1** Give it some with the blue berries, don't worry, gold versions are soon to be in your possession. **2** Don't rush around in here or... **3** ...this'll happen! Gadzooks! **4** It's time to show this sweaty dung muncher the end of the road.



# Clover Forest



You've got to find a number of parts to build a scary mechanical bird. Run down the valley and turn the seed into a mushroom. Get the first green icon then carry the seed down to the next green icon, which you should jolly well collect. Then carry the seed further down the valley and you'll soon find you have two of 'em.

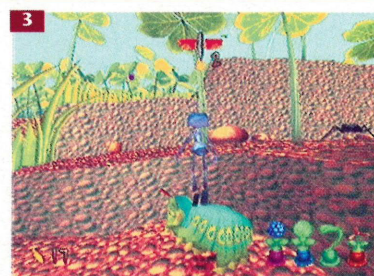
Use a mushroom and a green plant to get up the ledge to the left. Set the red flare off and get the blue icon. Jump up to the next level and run over to the magic act, where you'll get one of the bird's wings. Once you've

collected the wing, run back down to where you started where you'll find a melon has grown. Turn the melon into a spinning top and use it to reach the higher level on that side of the valley. Run over to the left and set off the blue flare. Turn the melon into a spinning top and go up to the higher level.

This next wall can actually be jumped up, honest! You don't fall down if you don't reach the top. Get up it and collect the bird's tail. Then kill the beetle and collect the brown icon. Drop back down two levels to where the spinning top is.

Now get the two seeds up a level by throwing them into the wind. Turn one

of them into a spinning top and throw the remaining seed into it, so you now have one on the highest platform. Use this seed to get the letter L. Run towards the blue icon in front of you and drop down to get it. Pass the humps and make your way over to where the stick effort is being held by another bug. Use the seed to get to the higher level. These freaks will give you the other wing. Pick it up and show these japesters your heels. Run left and north until you come to the fat German caterpillar. Bounce on him and set the purple flare off. Run right and use the seed to make a spinning top.



Further on is an items spitter. Throw its' seed into the spinning top, taking it to the higher platform. Follow it and you can pick the bird's head up. Use the seed to get up to the next platform up. Kill the beetle and get the brown icon. Drop down the other side and pick up the purple icon. Drop down again, and get the other purple icon at the centre of the level. Use the next seed you find to upgrade your berries to green. Go back to the valley you started the level in.

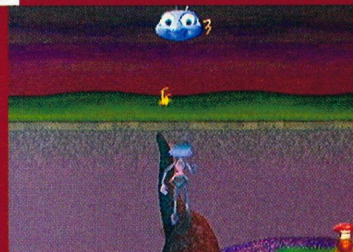
There should be a mushroom and a level two green plant near the bottom, turn them both back into seeds and throw one into a spinning top. Then throw the other seed into it causing the first to go up to the higher platform. Follow it then use this seed to get the letter F. Carry that seed down into the valley and throw it up to the other side



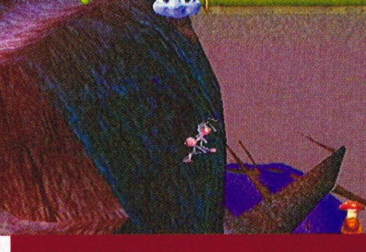
1



2



3



4



**1** The first little outrage to pick up. Make sure you don't fall off the branch. **2** This bit is really hard, you need super calm finger movements to not fall off this super narrow branch. **3** Here's where you have to drop down the side of the tree if you want to get the missing letter K. **4** When you reach the top just simply jump on the bird's back and let the little duderant something or other to get to the next level.

using the spinning top near the start. Turn this seed into a dandelion and use it to float out to the final brown icon.

This should now have given you the cannon plant, utilised through brown seeds. This will get you to the top of the rock in the centre of the level where the bird's body is.

First though, you need to get the last two letters. Go and get a seed and take it over to the rocky bit, near to where the strawberry is. Turn it into a cannon and shoot up to the K. Next up is the I (where the hell is it!). Ah, I've found it. It's on one of the higher platforms. Remember earlier where you had to make a couple of spinning tops, one after the other to gain access to a higher level, well you need to take a third seed (there are loads scattered about) to the top and turn this into a cannon, this will give you the height needed to get the I.

After this, take a seed next to the big rock in the middle and use a cannon to get to the top. Get the body, and my word, I think you've done it old boy.

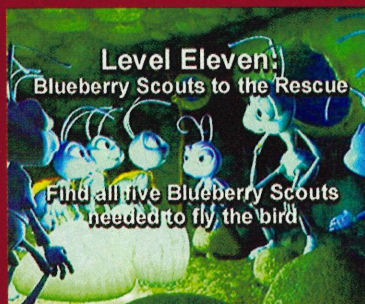


5



**1** The magical bug will turn this lovely lady into a bird part. Pure mad. **2** These fellows you rounded up from the last level are totally bonkers. **3** Use the kraut caterpillar to bounce up here. **4** You need to place these dandelions just right to get the last brown icon. **5** And after all that, use this essential ant cannon to get on top of the mountain in the middle of the level.

# The Tree



**Y**ou need to find five blueberry scouts who'll fly the bird. Right, let's get on with it. When you start off, run forward and round to the left. Don't go up the ramp yet. Trigger off the blue flare. You can't get any of the icons yet so keep on running round until you come to two seeds and three green icons.

Turn the left seed into a mushroom and get the single green icon. Then, turn the other seed into a mushroom as well and get the lower of the two remaining green icons. Next, turn that seed into a big green plant and use the other mushroom to reach the higher leaf. You need to do a pretty perfect jump to do this, but when done you'll be able to get the third green icon.

Keep on running up and set off the red flare. Pass the next ramp and set the purple flare off. When you come to the mound, take the right and set off the yellow flare. Pretty soon you'll find yourself back to where you started. Go up to the seed with two icons and gold berries hovering over it.

Turn it into a green plant and use this to get the green icon. You still can't get at the brown icon yet, run round again and pass the mushroom and plant. The next seed you encounter has a brown icon above it. Green plant your way up to collect it, then run back to the last brown icon you couldn't get. You can get this now by using a spinning top. Once you've got it, go back to where you just came from (you STILL can't get the gold berry).

At the bottom of this stretch is a melon. Turn it into a spinning top, then run back to the last seed. Turn the seed into a dandelion and you can use it in a

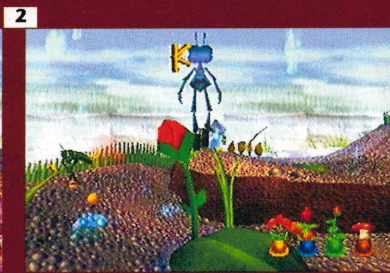
spinning top move to get the final brown icon. Go and get the golden berries using a cannon, then run up the ramp (not the big root, the proper path with the green things rolling down). These green things keep rolling down at set intervals so a little bit of practice on your part will really pay off (as in, you'll know when to expect 'em). Use the ropes to cross the gaps and soon enough you'll come to a big branch sticking out that's slightly lower than your platform. Run down it and you'll find the first blueberry scout. Then run back up to the main pathway.

A little further up, just before a spider's web jump, is another branch. Run down it to get the second scout then run down the sub-branch to get the letter F. Get back to the pathway, then use the spiders web like a piece of rope to cross the gap. Keep running up (notice the K on the branch in the sky) and go down the next thick branch to find the third scout.

The letter I is on a sub-branch so get it. On your return to the pathway, avoid the blue berry unless you failed to get the gold berry from the ground. Run up the path and again use the web for gap crossing action. The next scout is secreted just after that so run down the branch and grab him. A little further up, after the next spider web jump, you'll find you have to jump quite a long way down to a branch holding the L. Get back onto the path and run up to where you came from. A bit further up from where you last jumped down you'll find two gaps quite close to each other.

If you drop down from the platform in between these two gaps, with a bit of mid-air steering you'll land on one of two thin branches, both of which will lead you to the K. Get the K, then get back onto the pathway again, and run back right up to the top. Just before you come to the bird you should find the final scout. Get him then run into the bird's tail, the floating Hoe will start ranting about something or other, and the level will be put to rest.





# Anthill Part 2



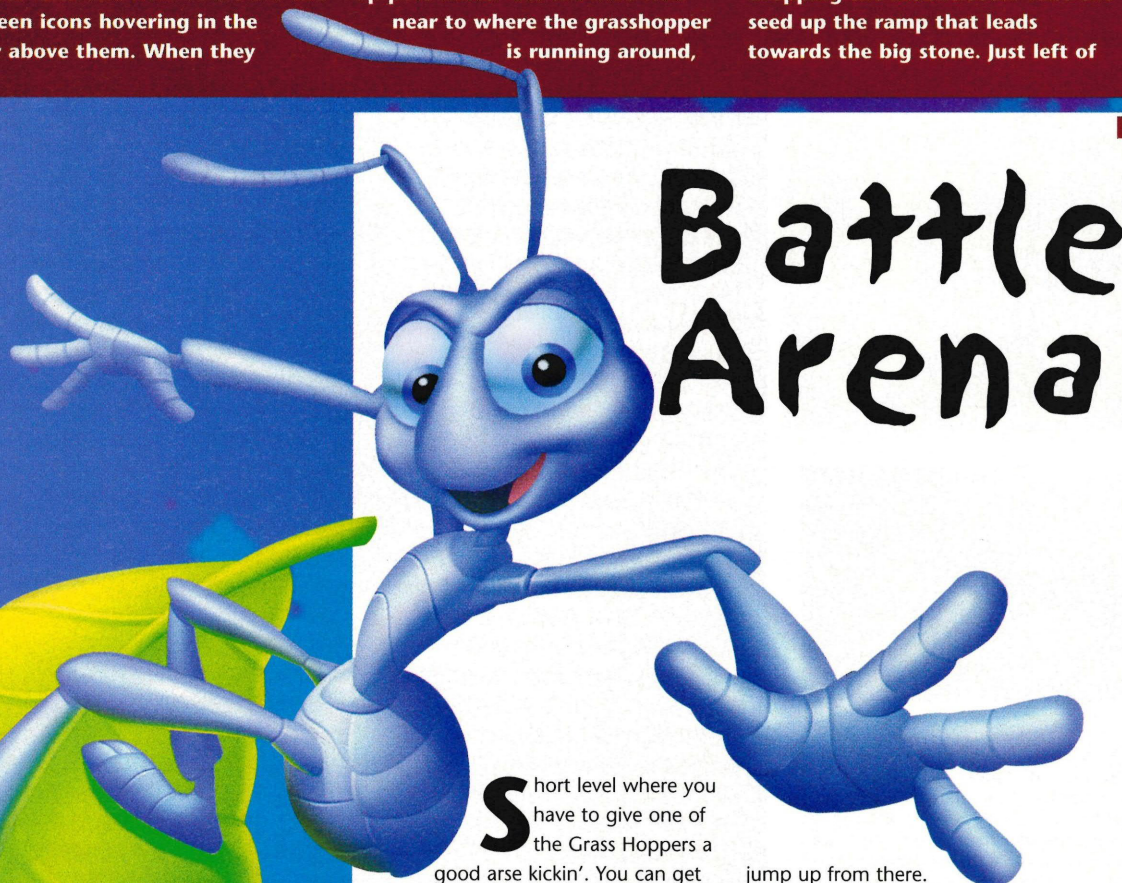
**Y**ou've got to save Atta from the hands of Hopper, not an easy task as you have to create a plant cannon, and there's a lot of icons you have to collect before this can happen. Run forward and over to the left to meet Tuck and Roll. There are two green icons hovering in the air above them. When they

jump up, you can jump over them and they'll propel you high enough to collect the icons. You'll have to do a double volley between the two to get the higher icon. Keep running forward and drop down onto the lower level. Run left and you'll come across a load of landscape mushrooms. Hovering above these is a third green icon. Collect it, then run towards, and past, the strawberry. Keep on down that route and start veering off to the right, eventually you'll encounter the fourth and final green icon, which you should pick up post haste. Get the blue icon near to where the grasshopper is running around,

but be careful, he's a tricky bleeder and you'll have to weave to avoid being hit by him. Then run back to where you came from (this is another very hard level to give directions for, sorry). You'll see a yellow icon hovering high above a seed. Turn the seed into a big green plant and get the icon. While you're here you might as well get the blue one which is a little to the side of the yellow icon.

Run back to the flying Grass Hopper and turn the seed next to it into a three way shooter (yellow). This will kill the Grass Hopper, dropping the mobile seed. Take the seed up the ramp that leads towards the big stone. Just left of

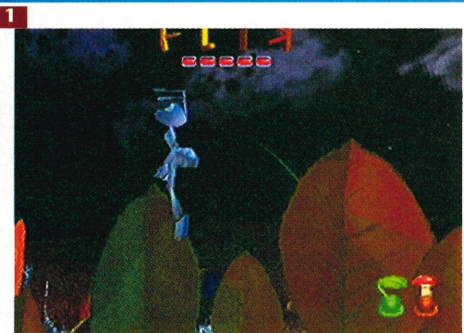
the stone you'll find another blue icon, use a green plant to reach it. Then carry the seed back down over the edge. Drop it near the items spitter and turn the items spitter into an anything, this will get you up to the higher level. Once there, collect the next blue icon, then drop back down to the seeds and use any of them to get your super jump. Jump back up and get the brown icon. Jump back down, turn the non-mobile seed into a spinning top then throw the mobile one into it's vortex to take it up to the higher level. Follow it up and turn the seed into a three way shooter, so that it kills the next flying Grass Hopper. You now



## Battle Arena

**S**hort level where you have to give one of the Grass Hoppers a good arse kickin'. You can get the F and L letters without havin' to rely on pickups or plants. Just run to the curvy leaves they hover above and

jump up from there. You can get one green icon from the ground, then run over to the seed. Throw it into one of the pits and turn it



into a mushroom. Get the second green icon then take the seed over to the other pit and get the third green icon. Turn the seed into a big green plant and get the purple icon, then pick up the purple icon from the other pit. Use the grade three green plant to get the two final letters, the I and K, then use the same plant to get the remaining two purple icons. This will now give you a gold berry so quickly upgrade. The only bastard problem here is your own goddamn mates, they keep slinging piss-arse useless red berries in your path so you have to take care to dodge them. This is not always possible forcing you to go through the process of using the seeds to upgrade back to gold





**1** Bounce between Tuck & Roll to get the green icons **2** Use green plants to get the letters. **3** Bam! The seed will be on the floor soon **4** Nice SFX! **5** Just let the cannon do the work.

have to get both these mobile seeds right back to where you started the level. Throw the other seed down so they are both next to each other. Use one of them to get the letter F, then carry the remaining seed to the other side of the level. Get the L, I and the K on the way using spinning tops or big green plants. Turn one of the solid seeds into a spinning top, then use this to get the seed up. Carry it past where you began the game and go over to the rocky ledge that

has a yellow icon on top of it. Throw the seed at the icon's side and turn it into a spinning top. Run back and get the other seed. Throw it into the spinning top so it lands on the rock then use this seed to get the second yellow icon. You now have cannon capers at your fingertips, get either one of these two seeds to where Hopper is hovering around, turn it into a cannon and after nine hits the fool will drop the queen, talk to her, and that's the level over with.



berries. There is a part of the arena that Molt can't reach, the side where the two pits are. Have the seed placed back there so when you do get down graded you can run to a none Molt area while you upgrade. You can also reach Molt from this area so just keep laying in and upgrading back to gold when necessary and he'll be gone in no time.

**1** Get the first two letters by jumping from the curvy leaves. **2** Pain in the arse this, keep taking the berry back and forth between the two holes to get all the icons. **3** Yeah! Now let's show Molt a physical atrocity. **4** Steam in, but try and avoid the annoying as hell red berries. **5** And when he can't take the heat, he pops like a balloon.

# Riverbed Flight

## Level Fourteen: Atta Flight

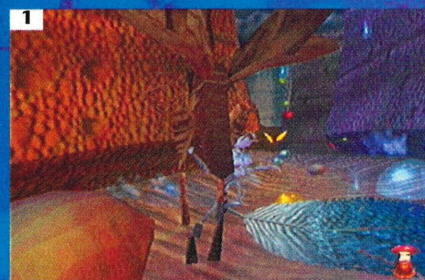
Navigate through riverbed canyon and lead Hopper to the birds nest



**T**his is one bad, bad level. Somebody at Traveller's Tales needs to start playing other games. You will not be in a good mood by the time you get to the end, especially if you want to spell Flik. That Hopper arse-wipe is

always on your tail trying to trip you up. Worst of all is the fact that enemies seem to pop out of the ground just as you're in front of them, offering next to no time to avoid them. If you fly high, your speed drops to a crawl and Hopper gets to take a pop at your lily arse. I'm not going to take you through this level step-by-step, it's quite a straightforward case of just dodging the baddies and getting to the end. A few pointers will help though. Don't worry about the twigs that stick out, you can breeze straight through most of 'em. Don't go to the top of the screen unless you're going up to get a letter or a berry upgrade, and don't turn around because you can't. The only time you can turn around and go back to get something is when you take a turn down another valley. This sometimes takes you back to a previous junction you have already passed. Apart from that, good luck! You'll need it...

**1** Ouch! Hopper takes a bite. **2** Keep going up to avoid baddies, but not for too long or Hopper will get you. **3** Gold berries will help, just keep firing rapidly and hope they connect.





# Canyon Showdown



**A**t last, the final level of the game. You've got to beat the daylight out of the Hopper, and as you can imagine, red berries will do about as much damage as harsh language.

This is going to be murder trying give you proper directions but I'll do my very best. See that blue berry on the pillar to your left, you're going to need that for a starters. Run right and through the pillars and eventually you'll come across a seed. From here you can also see a brown icon. Take your seed over to this icon and turn it into a mushroom, giving you access to the spinning top potential.

Take the seed over to the blue berries you spotted at the start and grow a spinning top right at the side of the pillar. Fly up and get the lovely little

weapons. Carry it over to the small pillar to the right and get the blue icon, using the same seed and it's spinning top ability. Once again carry the seed to the next pillar and get the letter F.

Next, run around until you come to the big twig that's leaning on a platform. Run up the twig and turn the melon into a dandelion. Use it to float over to the blue icon. Get back to the dandelion then



use it to get to the letter I. Now it's time to give Hopper a butt slappin'.

He's in a big clearing amongst the pillars. The bastard throws white berries at you at fairly regular intervals, and they'll fire in your direction even if Hopper is facing the other way. After you've managed to knock about half a block of energy off him, he'll fly off towards a barricade and knock it down. Follow him and keep slinging berries at his back as you head after him.

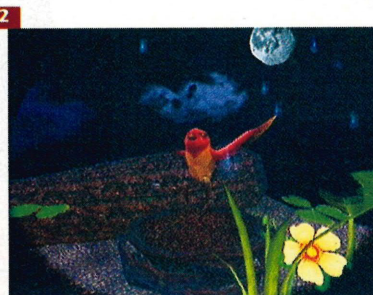
Hopper is just forward and right of this new opening, but if you've got low energy after your battle, go back and use the seed with the blue icon you've collected to get all your energy restored. Get back to the knocked down barricade and run left and round the outskirts of the level, you'll come to a seed which you need to pick up.

Grab it, then carry it into the level until you see the K. Now use a spinning top to get up to the higher platform and collect the pesky letter. Take this seed back through the opening and use this, combined with the seed already in the area, to get the letter L.

You'll need to use a spinning top to get the other seed to new heights, then make a second spinning top to reach the letter. Drop down and run back towards Hopper. Use a spinning top to get the blue icon near the opening. After that, go towards the four pillars clustered next to each other. Use them to get to the top and start lettin' rip in Hopper's direction. After taking a couple of hits he starts moving round a little, so keep doing this and use the several snaky platforms to follow and keep hitting him.

Eventually he'll smash through another barricade and start flying up the side of a huge cliff face. Keep following him up until you reach the top.

Get the gold berries and drive him in the direction of the bird, where he'll be gobbled up and you can now start playing some other good game. Yeah!



**1** Use this twig for bearings in this section of the level. **2** Hopper's only fear, and soon to be eater. **3** Float from platform to platform to get the collectables. **4** Follow Hopper as he smashes the barricade down. **5** When you're this low on health, use the blue seeds to get your health restored. **6** Follow the snakey paths and keep throwing berries at Hopper.



game over



# CHEESY JAPANESE-Y

A disturbing look into the Japanese gaming scene begs the question: how much power does this nation have – and should we perhaps be afraid?



## LSD – DREAM EMULATOR

You can tell it's Japanese because...

It's an absolutely appalling idea that makes no sense at all to even the most screwed up crack monster

What we know...

Honestly? Close to nothing. There appears to be a choice of dreams in which to participate, ranging from walking past large, modern buildings, all the way through to walking past small, old buildings. With the odd horse running past on a psychedelic background thrown in for good measure.

It's viewed in first person and the player can walk (very slowly) and jump (about an inch). There's also the option to choose whether the dream is an upper, downer or simply "dynamic".

It looks as if it's been programmed by a chimp and comes with a Lucy in the Sky with Dynamites (yes, the plural) bonus CD featuring 60 torturous minutes of ambient womb music.

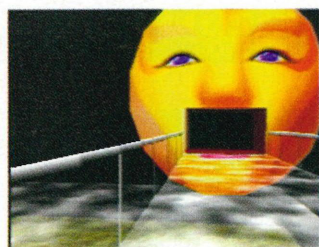
What we'd like to think...

We'd like to think the person responsible for this finds it impossible to obtain a passport, in case he ever wishes to visit our green and pleasant land.

To be honest...

If your dreams are like this, drink lots of coffee and jam matchsticks under your eyelids

Is it a printing error? Is it simply a nonsense game? Your call...



8  
10

Weirdness value

## PUFFY: P.S. I LOVE YOU

You can tell it's Japanese because...

The intro consisting of multi-coloured mushrooms, "throbbing" to a bongo beat is a bit of a give away.

What we know...

Puffy is in fact Japanese pop combo Yumi and Ami. Their presence on screen is always accompanied by their names, presumably because they look alike. It's an interactive pop video, involving Puffy singing and dancing on stage to the same bongo beat as the intro mushrooms. The mushroom screen features pretty heavily and comes on a lot.

There's also seems to be a game in here somewhere, involving guns and puzzles – you can tell from the screenshots on the box.

Later on there's a bloke resembling Jimi Hendrix who's brought back to life by Puffy jamming a cartoon mushroom in his mouth (honestly!).

What else can I say? Puffy wears enormous hideous trousers.

Puffy are Japan's answer to... well, frankly, the question "Who needs killing, as quickly as possible?"

What we'd like to think...

There ought to be a warrant out on Puffy for crimes against music and fashion, any

player forced to sit through any of their hits will know they must be stopped.

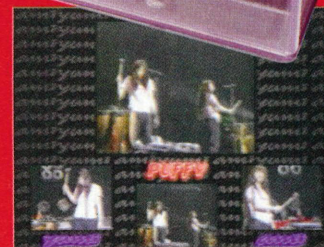
Aware of their shamefulfulness, Puffy bring Jimi Hendrix back to life to seek his sage-like wisdom on all things musical, but the mushroom they use sets him off on a trip and he's not much help at all.

Afraid, the duo go into hiding and the player pursues them across numerous graphical worlds in order to shoot them, shoot them, shoot them until those bitches are dead! Because the mushrooms are of course magic and we play the role of a vigilante determined to rid the streets of precisely their kind of filth.

To be honest...

We didn't manage to get to the gun bit. Or the puzzle bit.

"I just called... to say... I ruv you... I just called etc. etc."



7  
10

Weirdness value

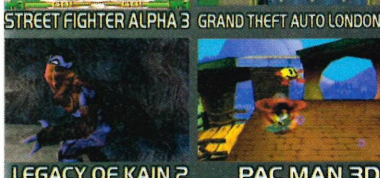




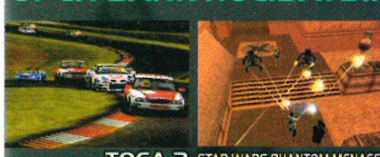
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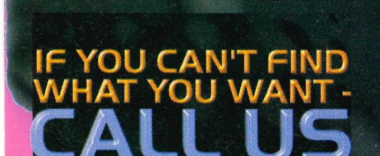
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## TOKYO SAFARI



### You can tell it's Japanese because...

Of the psychedelic zoo animals marching across the intro, and the cartoon woman who morphs into reality (well sort of) before jumping astride a purple zebra and galloping away, as cartoon monkeys chatter and dance.

### What we know...

It's kind of three games in one, involving some woman who starts in her kitchen and always ends up doing something - surprise - weird. It's a memory test where pieces of music are assigned a place on the screen and, when played back, must be identified from the animal next to which they were placed by shooting at that particular animal. Failure results in a brief FMV sequence of some bloke breaking down in tears. It's also a Parappa wannabe, with the symbol buttons responsible for almost-varied percussion sounds that must be inserted into the appropriate place in the overall piece. Some of which are even recognisable as being of Western origin. It's also an animal riding game, in which your jaunty game character

jumps atop one of several wild beasts at your disposal to, well, we're not quite sure what?

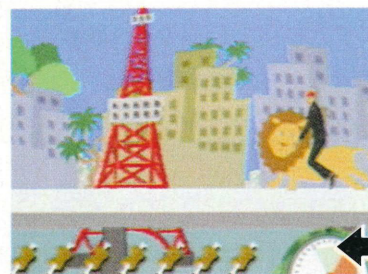
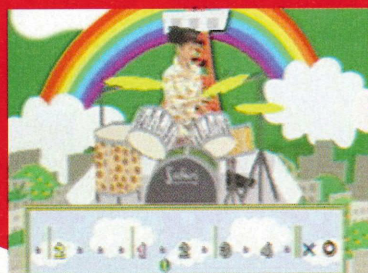
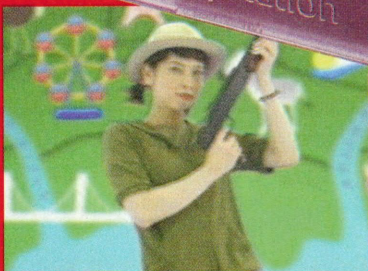
### What we'd like to think...

The main game character is a big game hunter who, when she isn't killing lions and elephants (and whales too, probably), likes nothing more than to hammer along to a non-tune on her fabulous drum kit. Or maybe the other way around. Fed up with animals wandering through her kitchen (which they do. We don't know why), she embarks upon a journey across Tokyo to wipe them out with her gun. Because lions and tigers and stuff - they're forever living in Tokyo, eh? Born to Latin parents, however, she's unable to perform at her peak without the aid of an alluring rhythm, and must first of all compose one by beating away on her drums. Yes, um, and sometimes, when she just doesn't fancy shooting anything, she rides it.

### To be honest...

We were unable to make the animal riding bit work properly because we couldn't tell what the buggery was going on.

8  
10  
Weirdness value



If riding a cartoon lion towards a badly animated Tokyo Tower is your bag, rush to your nearest importer



## LET'S GO BY TRAIN 2

### You can tell it's Japanese because...

It's a game about driving trains, and it's a sequel for Christ's sake!

### What we know...

The player assumes the role of train driver (multi-purpose train driver, no less) steering rolling stock as divergent as bullet trains and cargo clunkers along a vast featureless network of lines en route to your final destination. Each train can be minutely inspected from every angle imaginable before a transportation choice is made - oh joy!

Drivers must start the train and - oh yes - stop it at every station along the way, taking care not to arrive more than a few seconds early or a few seconds late. In the event of this, or a missed stop, passengers make their discontent known by appearing in the top corner of the screen and jabbering incessantly.

### What we'd like to think...

It's an all-action simulation of squealing brakes and sparking tracks! There are leaves and debris on the line, and the controller is a pissed-up crack head who gets the signals right about as often as Mike Tyson in

a woman's hotel room. You'll need razor sharp wits to avoid causing carnage and, furthermore, a certain witty charm in order to keep the passengers happy because - you guessed it - the boiler's on the fritz and there'll be no warm food for the duration of the morning rush hour.

But that's just the easy part. This is a Japan of the future, where trains have been the only form of transport since the ruthless whale meat cartels blew up the bridges, closed down the airports and effectively brought the vehicular infrastructure to its knees. Now they're looking to do the same to the trains, and lurk at every station ready to board the engine and smash your face in for daring to defy them. With six-button control and a host of special moves, utilising everything you'd expect to find in the cab of an engine from a monkey wrench to egg and cress sandwiches. It's the gaming equivalent of The Fugitive. The good one with Harrison Ford of course - not that Wesley Snipes nonsense.

### To be honest...

We couldn't make the train move until trainspotting Mark from N64 Pro magazine got involved.

4  
10  
Weirdness value





# Win! All of these games!

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\*which you almost certainly won't be able to play

The girls awake to a beautiful morning and leap from bed with joy in their hearts. Deep down though, they know it's only a matter of time before all their clothes fall off for no reason



## DOKI DOKI PRETTY LEAGUE

You can tell it's Japanese because...

Cartoon intro featuring females of indeterminate age in flimsy dresses.

Young girl in said dress posing in front of window as light shines through said flimsy garments. Cleavage, school uniforms, unexpected gusts of wind. Nonsense singing.

What we know...

Not much idea about the Doki Doki, but the titular Pretty League is in fact a baseball league for Japanese girls. Japanese girls who seemingly embark on long, speech-heavy, action-lite adventures

before they are able to play a game.

Everyone does a lot of talking, which probably explains why the game weighs in at a monster three discs.

It's also a no-bloke zone, except for the gent with 'ache who looks Western and therefore, we presume, is the evil villain of the piece. He's also the only person who doesn't wear needlessly provocative clobber.

Nobody moves very much, but Doki Doki all goes off in real time and there's a certain amount of freedom as you explore the town.

But on the whole everyone just spends a lot of time just talking, standing in front of some old gates.

What we'd like to think...

The Doki Doki girls live beyond the large gates in an institution that their parents believe is a finishing

school for the modern miss. It is in fact merely a cover for the evil Westerner, who owns the building and uses it to fuel his own perversions. A monster with a baseball fetish, he keeps the girls in slave-like conditions, forcing them to play baseball in every spare moment as he watches, naked, from a deckchair. The adventures are based around the girls' quest for escape; the intermittent baseball games the result of their capture and further torture. The girls in front of the gate talk about their sexual fantasies, and the one with the dirtiest gets to bat first.

To be honest...

We never got beyond the set-up screen in the baseball section.

Still though, eh? Might be worth having if only to fill your shelves and make your games collection appear all eclectic and what-have-you. If you're the kind of person who revels in this type of shite then we're sorry but you're going to have to make an arse of yourself in order to win.

We want photographs of you caught in a nonsensical PlayStation moment. You might be balancing a game on your head whilst sitting on the bog, or

eating pasta using only a joypad. You might, indeed, be pedalling a tricycle naked through the streets of Cleckheaton with a PlayStation strapped to your chest. You get the picture - and so must we - or you simply won't win. Snap it and send it to "What an Arse I am" competition at the usual Pro address, which you'll find on the letters page if you happen to be struggling. Hurry please - they're taking up valuable cupboard space!



We freely admit to not having a scooby's as to what this screen does

9  
10

Weirdness value



## GALLOP RACER 3

You can tell it's Japanese because...

It's the second sequel to a nonsense kind of horse racing game, but apart from that it's all strangely Westernised.

What we know...

One of the many horse racing games in Japan - it's probably the closest in this batch to a genuine hit and was heavily publicised at the Tokyo show by scantily clad jockey birds screaming "Gallop Racer... tree!" (yes, tree) out at top volume through an enormously

powerful public address system.

It's Pocket Station compatible and presumably utilises the tiny device in building up a horse's strength.

There's a practice option with a single race, or the season mode where you seemingly race every day of the year. Control is via bashing one button and hoping that your nag won't get knackered and passed by everyone else.



Suki buoyed her horse's spirits with the promise of a trip to the glue factory

What we'd like to think...

Frankly it's all quite straightforward. It's a horse racing game and when you master the menus you're away and galloping.

To be honest...

We were hoping they'd have crow-barred some schoolgirls in there somehow. But they didn't. Tut.

2  
10

Weirdness value







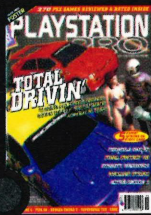
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Massive reviews of Soccer '97, Micro Machines, Legacy of Kain, Nanotek Warrior, Excalibur 2555. Buy now!



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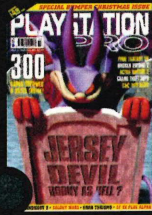
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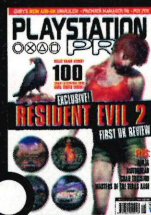
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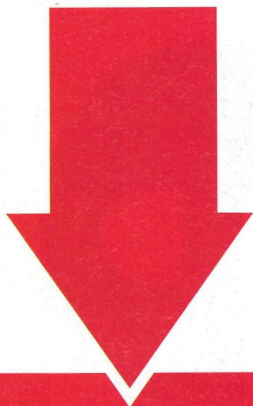


# PS2





## The important bit



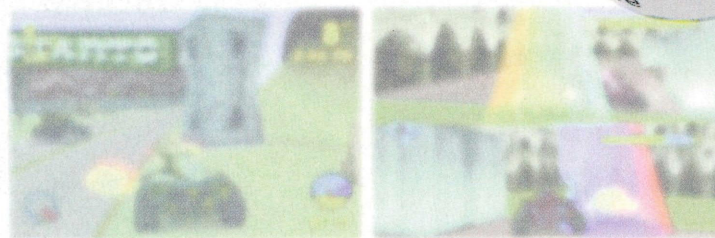
## rating system

Each game gets a star rating. Four stars means you have to have the game whereas one star means that you should never, ever have own it.

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£5-7	£7-9	£15-24
£7-9	£10-plus	£24-plus
£9-11	£18-plus	As new

### Tank racer

The split screen option is going to get a real hammering on TVs across the country. Make sure you have a good one.



### € Andretti Racing

Mario Andretti eh? A name you can trust when it comes to driving in the Indy 500. Just don't take his word for it when he starts sponsoring average games like this. So many racing games out there and no real competition. Especially from guff like this.

### € Ayrton Senna's Kart Duel

A attempt which looked the part but lacked the all important gameplay factor. Did they forget it?



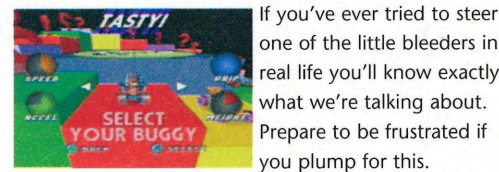
### € Ayrton Senna Kart Duel 2

Ayrton would be turning in his grave if he new his name was endorsing this bucket of toss.



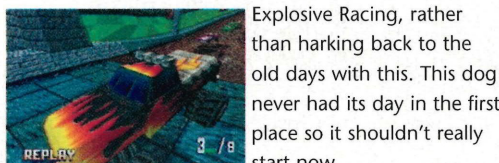
### € Buggy

An altogether too realistic simulation of Remote Control racing that can be impossible to play.



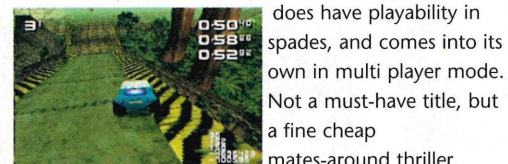
### € Burning Road

A fast paced effort which never performed as well as it perhaps should have. Check out its improved sequel



### € Circuit Breakers

Is it Micro Machines? Does it want to be? Well no and yes in that order, but this Supersonic Racers revamp does have playability in spades, and comes into its own in multi player mode. Not a must-have title, but a fine cheap mates-around thriller



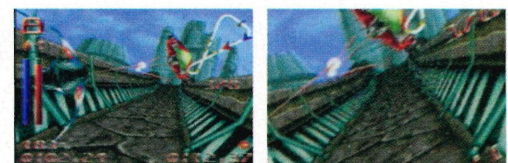
### € Colin McRae Rally

Codemasters stunning run of form continued with this rallying classic. Simply a must buy.



### € Cyber Speed

Only serial masochists will want to go near this pile of absolute shite.





miscellaneous  
miscellaneous

compilations

rpg  
rpg

# dealer

## the game buyers' bible

compiled with the kind help of Game Guide - providing specialist information for independent retailers

**W**elcome to Dealer. It's the kind of thing you'll think you've seen before until you start to really look.

As well as being a definitive list of every PlayStation game ever released - and it is, believe us - Dealer is an indispensable guide for any PlayStation owner who doesn't have more money than sense. It's here to provide you with the most from your PlayStation for the minimum amount of cash, and to help you avoid the ball-ache of being landed with a game which is sub-standard, mildly disappointing, or simply not "up your street". This is how it works...

### Every PlayStation game is listed in Dealer

Games are divided into categories and these run alphabetically. Every game is briefly reviewed and given a star rating from 1-4 based on the opinions of every game expert on PlayStation Pro. We don't include the

game's original score and we don't include the date when it was originally released. Why? Two reasons. One: who cares? And two: a score of 99 per cent three years ago might not count for too much in light of developments since, just as a solid but uninspiring game three years ago may well be seen as the same today. So we give the games stars because it's fairer.

### It's written with you, the game buyer, in mind

In the case of sequels we advise you on which game to choose. A newer model of an older game isn't necessarily better. It might offer slightly more or be cosmetically superior, but if it comes with a hefty price tag while its sibling is available for less, then we'll tell you where to look.

### Every single game in Dealer is given a £ value

Both in terms of what you can expect to pay for it second hand, and its value to you as a trade-in, prices

are presented in colour-code form that can literally save you pounds. The values are arrived at with the help of **Game Guide**, an organisation with years of experience in advising independent game stores. **Game Guide** specialises in providing precisely this kind of information to those who need to make a living in the business, and now it's sharing it with you.

### Don't get ripped off! Always check the Dealer

If a store is asking £20 for a used game when we say the price should be £10, then shop elsewhere - that store's trying to rip you off! If you're offered £8 for a game we say's worth £12, then tell them thanks-but-no thanks, Dealers says I can do better than that.

Information on the 600-plus games is updated every month, and it's always accurate. Whether you're buying, swapping or trading games, Dealer has all the information you need.

### £ Destruction Derby

The game that sold thousands of PlayStations initially now looks dated and shoddy. Like Chris Tarrant.



### £ Felony 11-79

Nippy little joyriding game let down by a lack of tracks but still managing to be good fun in short bursts.



### £ Formula One '98

With two far better F1 games coming before it, this highly disappointing follow-up let the side down more than that bloke Beckham.

We expected far more from Psygnosis but the software giant simply couldn't come up with the hat-trick when we need it most.



### £ Destruction Derby 2

Infinitely better than the above. Faster, more polished and generally more fun. Worth checking out still.



### £ Formula One

Grand Prix racing as it should be, tons of action and speed a plenty. But it's now time to check out F1 '97.



### £ Formula Karts

A useful dabble into the world of performance go-karting. Faster than Linford Christie in a Porsche,

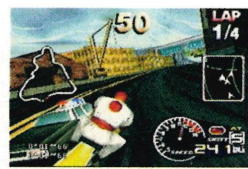
Formula Karts is still let down by the odd glitch and frustrating gameplay. A noble attempt but there are a myriad of better racing games listed here.



### £ Explosive Racing

Burning Road was cool enough, but this sequel manages to address the original's minor problems.

Looking a little dated by today's high standards but that's to be expected. By no means the definite motorcycle game but a nice effort.



### £ Formula One '97

If F1 is comparable to the Arrows team, then this year's release is a Williams. Er, that means it's good.



### £ Hardcore 4X4

Well below average dirt racing game where you hammer round in jeeps and the like





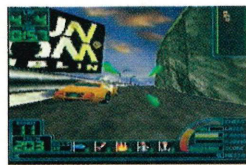
## € Hi-Octane ☆

Another of the original PlayStation games, Hi-Octane followed hot on the heels of WipEout with the same ideals and a similar form of gameplay. What it didn't manage to do was create from the rapid movement a genuine sense of speed or involvement. Shame. On it.



## € Impact Racing ☆

Another distictly dull racing game that has no place in even the most stupid gamers collection.



Why it's worth any stores time to stock tripe like this is anyones guess. Save your coppers for one of the many better games out there.

## € Indy 500 ☆☆☆

Developers go out and get the big name licences but then come up with below par games. What's the point? To sell more games of course. Don't be fooled here, Indy 500 couldn't be more middle of the road if it was a squished hedgehog on the motorway.



## € Jeremy McGrath Supercross ☆

We deduce from the title that Mr. McGrath is some kind of Supercross hero. We've never heard of him though. It's a bit like having Paul Peschilolido's Actua Soccer 4. Sort of. Anyway if you must indulge in mud and jumps you could do worse than this. Maybe.



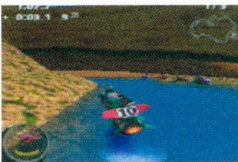
## € Jet Rider ☆

This was a piss poor attempt at being Sony's answer to Wave Race64. It's no where near and deserves to be drowned. The controls arn't really there. The graphics are duff and it sounds like a minow being raped by a blue whale. Utter utter.....



## € Jet Rider 2 ☆

The original was shite and this sequel doesn't exactly break the mould. More dodgy controls we're afraid.



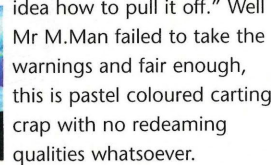
## € Max Power Racing ☆☆☆

Without the depth of the likes of Gran Turismo but then, it isn't supposed to have it. Max Power Racing sets out to give you the perfect arcade racing experience and doesn't come far short of pulling it off. Nice license, nice game. Full marks all round.



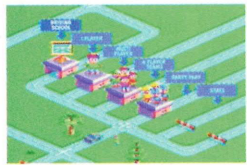
## € Megaman: Battle and Chase ☆

"Hands up who wants to pretend to be Mario Kart? Put you arm down Megaman, your have abolutley no idea how to pull it off." Well Mr M.Man failed to take the warnings and fair enough, this is pastel coloured carting crap with no redeeming qualities whatsoever.



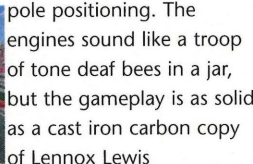
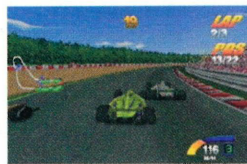
## € Micro Machines v3 ☆☆☆

Midget motor racer that everybody must own. The four-player mode is worth getting a PlayStation for.



## € Monaco Gran Prix ☆☆☆

A winning formula which successfully plugs the gap left by the dreary F1 '98 and provides for more pole positioning. The engines sound like a troop of tone deaf bees in a jar, but the gameplay is as solid as a cast iron carbon copy of Lennox Lewis



## € Gran Turismo ☆☆☆

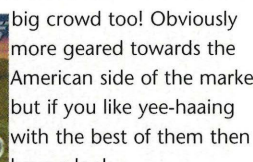


Impossible to sum up in two lines. Just go out there now and buy Sony's showpiece car game. Awesome.



## € Monster Trucks ☆☆☆

Big wheels can only mean big fun in this trucking great game. You even get to crush cars in front of a big crowd too! Obviously more geared towards the American side of the market but if you like yee-haaing with the best of them then have a look.



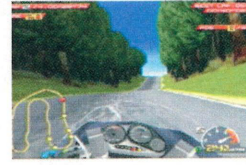
## € Motorhead ☆☆☆

Proving that more than just fit girls and good porn can come from Sweden. Slick and fast (no not the porn)



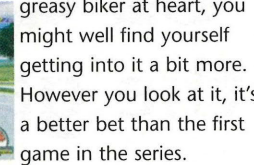
## € Moto Racer ☆

Full on motorcycle racing. Looks reasonable and plays well, but ends up being a little too samey.



## € Moto Racer 2 ☆☆☆

Dodgy graphics and a little jerkiness let this two-wheeled simulation down, but if you're a bit of a greasy biker at heart, you might well find yourself getting into it a bit more. However you look at it, it's a better bet than the first game in the series.



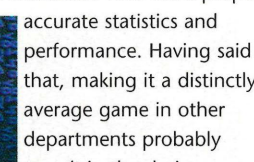
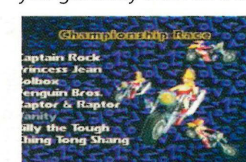
## € Motor Mash ☆☆☆

Enjoyable Micro Machines clone. It doesn't quite have what it takes to topple the classic though.



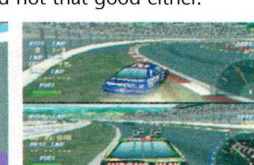
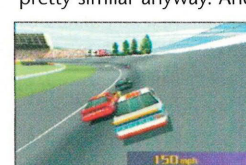
## € Motor Toon GP 2 ☆☆☆

Interesting idea. Make a cartoon style racing game and you get away from all the blandsters who want proper, accurate statistics and performance. Having said that, making it a distinctly average game in other departments probably wasn't in the design spec.



## € NASCAR Racing '96 ☆

The oldest game of the NASCAR trio but they're all pretty similar anyway. And not that good either.





### £NASCAR '98☆☆

An average attempt which looks and plays much the same as Andretti Racing. Rent it for the night and then decide you don't like it. Failing that just don't bother at all. Unless you're mad. Like us. Er grrr. SLAAGG. Where's the Dolly Parton?



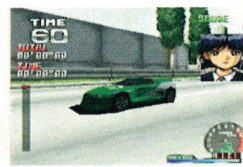
### £Peak Performance☆☆

Under-par Performance would be a far more accurate description of this car fest from Japanese telly makers JVC. Overly Jap influence means the cars you'll be driving are more like you'd see a Tokyo Bank manager in than what you'd expect in a PlayStation racer.



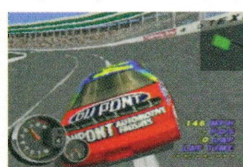
### £Ray Tracers☆☆

Rapid chase game which is over all too soon but brings back memories of Chase HQ and the like.



### £NASCAR '99☆☆

Keep away from this redneck-inspired rubbish. You may find yourself sleeping with your relatives.



### £Penny Racers☆☆

Quite possibly the worst racing game to date. Makes Off World Interceptor look like Gran Turismo. Serious questions should be asked of the programmers and regardless of their answers they should be dangled from a bridge by their ankles. And dropped.



### £Need For Speed platinum☆☆☆

The original Need for Speed game was a must have title for any discerning player. The series is now in it's fourth instalment and this great grand daddy of a racer is really showing it's age. Worth picking up for a song though. A really cheap song, that is.



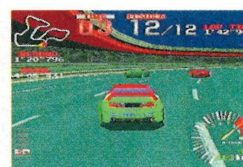
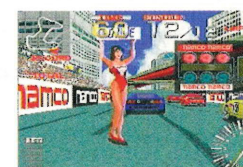
### £Porsche Challenge☆☆☆

The Boxster races for all its worth in this slick racer. Options include a cool two player mode for added enjoyment. Only the best stuff ever makes it to Platinum but Porsche Challenge is perhaps the surprise release in the range. A nice try though.



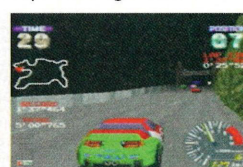
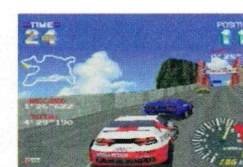
### £Ridge Racer platinum☆☆☆

The original PSX racer still takes some beating and for £20, you ain't gonna get a better deal.



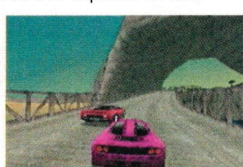
### £Ridge Racer Revolution☆☆☆

The sequel to Ridge Racer packs a mean punch, but the limited course on offer stops it being a classic



### £Need For Speed 2☆☆

The slightly less impressive sequel to the above. More options to twiddle with, but at the expense of the



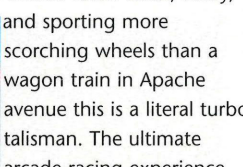
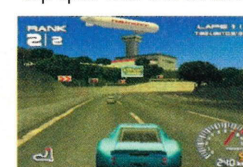
### £Power Boat Racing☆☆

One of two Power Boat games that arrived in quick succession. This was the worst of the two as well.



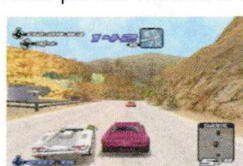
### £Ridge Racer Type 4☆☆☆

Namco reclaim the road and come tearing back to the top spot with this amazing arcade racer. Sleek, sultry, and sporting more scorching wheels than a wagon train in Apache avenue this is a literal turbo talisman. The ultimate arcade racing experience



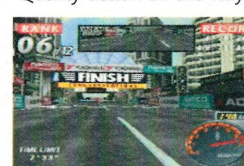
### £Need For Speed 3☆☆☆

The series gets back on track but even so this is still far from perfect. The best of the bunch to date though.



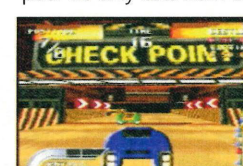
### £Rage Racer☆☆☆

The third Ridge Racer game is an in-depth affair. Quality action all the way but wait for R4 now.



### £Road Rage☆☆

A poor mans WipeOut in every sense. In fact a man so poor he only eats from bins. Avoid.



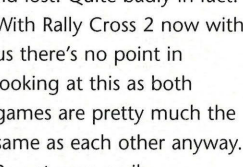
### £Newman-Haas Racing☆☆☆

Has more speed than F1 '97 yet less depth makes this a game for those who love frantic pace.



### £Rally Cross☆☆☆

A bouncy rally game from Sony that went head to head with the excellent V-Rally. And lost. Quite badly in fact. With Rally Cross 2 now with us there's no point in looking at this as both games are pretty much the same as each other anyway. Buy at your peril.



### £Road Rash☆☆☆

Average motor biking game from yesteryear that gives you the chance to knock your opponents about too.



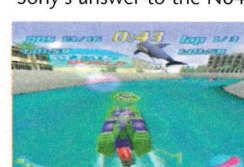
### £Off World Interceptor☆☆

A truly apawling fly and shooter that has no place on a Commodore 64, let alone a PlayStation. We have sent out a death squad with orders to find anyone buying a copy of this shite. Is it worth facing a firing squad for? Save yourself and avoid.



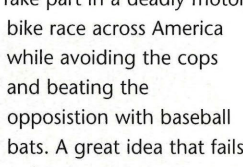
### £Rapid Racer☆☆☆

Good fun in the short term but again failed to be Sony's answer to the N64's Wave Race 64.



### £Road Rash 3D☆☆☆

A three dimensional version of the popular Road Rash series from Electronic Arts. Take part in a deadly motor bike race across America while avoiding the cops and beating the opposition with baseball bats. A great idea that fails to hit the target..





## € Rock 'N' Roll Racing 2 ☆

This looks amazing until you actually start racing, then you'll find this is one of the worst games you've seen.



## € S.C.A.R.S ☆☆☆

A novelty racer in the Mario Kart mould. Each car is based on the characteristic of an animal with which you have to rip around a brightly coloured track, picking up useful items and generally pissing of other drivers. Good fun in Multi-player mode.



## € Speedster ☆

A racing game with a weird overhead view point. Original but largely arse.



## € Starwinder ☆

What is this, clock work stars? No, it's a 3D space racer that fastens you to a rail and chucks you all over the place. It tries so hard to be Wipeout, but isn't. Wa-hey! Another game for the bargain basement incinerator.



## € Street Racer ☆☆☆

Mario Kart was an obvious influence with its development but this four player cartoon racer looks extremely dated. To be fair it did when it was released too. It's saving grace was its use of Page 3 "Stunnas" in the ad campaign but they're not included. Like gameplay.



## € Supersonic Racers ☆

A wacky race style romp that owes more than a passing thankyou to MicroMachines 3. Avoid this drivell and get Circuit Breakers. It's so much better than this predecessor. You can get it cheap too so you'll be saving money into the bargain. Bonuus



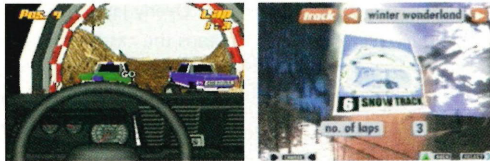
## € Tank Racer ☆☆☆

A potent mix of nitros and napalm lifts this delightful destruction derby up above the average mark



## € Test Drive Off Road ☆

Limited but quite enjoyable 4X4 racer giving you the chance to drive Land Rovers at high speed.



## € Test Drive 4 ☆☆☆

Well done boys. Creating a racing game with no two player option. It's a fair one player game, but most of the fun of the racing genre is the mano et mano rivalry. Better off looking for a more complete title really and looking around there are obviously plenty.



## € Test Drive 4x4 ☆

This 4-wheeled waste of time is as dull as the dirt tracks you race on. Drop this in the mud and stamp on it repeatedly until the disc cracks. Then set fire to it to be on the safe side. You don't want any kids picking it up and trying to play it. It's dangerous.



## € Test Drive 5 ☆☆☆

Looks good, plays well, but lurks in the shadows of Gran Turismo, TOCA and the like.



# facts & Figures

Pro F & F girl Luci from Sheffield has been working particularly hard this month...

Total number of Tomb Raider games sold worldwide on all formats: **15 million**

Total number of PlayStations now installed in UK homes: **Four million**

And that number for the entire world; a staggering: **50 million**

Money spent by Sony advertising PlayStation over the Easter period: **£3.5m**

Number of 'Episode One' Star Wars PlayStation games LucasArts will ship into the UK for release: **400,000**

Amount of red tape surrounding disclosure of Star Wars PlayStation game information: **infinite**

Number of R4 post cards sent to UK secondary schools to promote the game's launch: **200,000**

Percentage of hotel room bath full of vomit following Pro's night out with Sony in London: **50**





### TOCA Touring Car

A fantastic Touring Car simulation which is up there with the V-Rallys and Total Drivin's of this world.



### TOCA 2

Simulations don't get much better than this. The original TOCA was excellent but this takes everything a step further. Things get a little technical in places but if you can get your head around that then you're in for hours and hours of enjoyment.



### Tokyo Highway Battle

A wanky Rage Racer style game. Build your car to improve your racing performance. Except don't.



### Tommi Makinen Rally

How can a game that looks so good turn out to be such utter shite? A truly awful attempt at a rally sim.



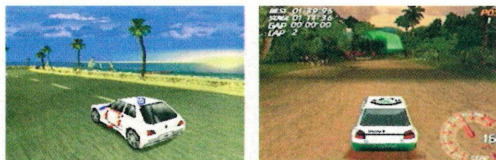
### Total Drivin

Earlier effort from the makers of the excellent Max Power Racing. Great arcade action once again



### V Rally

Great rally sim. Over 40 tracks to race on and loads of cars and options. Well worth your twenty.



### WipEout

Not many games feature soundtracks that sell like viagra coated chocolate. Couple the top sonics with high speed graphics that will make you sea sick, and you get a classic game that made the PlayStations infancy so exciting.



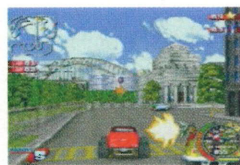
### WipEout 2097

Just as addictive as its predecessor but with enhanced gameplay and top tunes aplenty. Have a look.



### Wreckin' crew

Dismal driving battle game that looks as bad as it plays. It took years to come out after a barrel full of delays. Makes you wonder what the programmers spent their time doing. Certainly wasn't spent making the game any better. A disappointment.



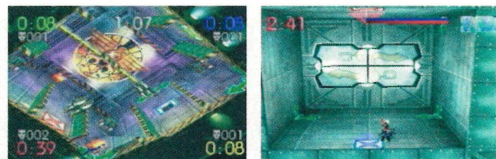
### 3D Lemmings

An updated and special 3D addition to the ongoing Lemmings saga. Still old hat though.



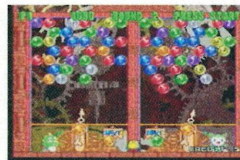
### Blast Chamber

Confusing puzzling sport from the future. Quirky, but then so is eating dog's dicks.



### Bust A Move 2

Bub and Bob from Bubble Bobble make a return to their bubble bustin' and jewel releasing puzzle action.



A good game for showing the little lady that PlayStations aren't just about watching Laras arse while slowly touching yourself. Well, not all the time.

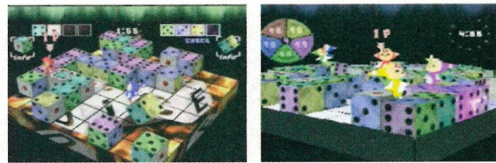
### Bust A Move 3

Quality effort that will keep the girlfriend occupied for many a night while you're down the pub getting hammered. Downside - not being able to use your PlayStation ever again cos you won't get the cow off it again. So you'll have to dump her!



### Devil Dice

Another interesting idea that looks suspiciously good on screen but actually turns out to be irritating.



### Grid Run

Fast paced chases around a floating grid. Good fun in small doses. Very small doses. Minuscule in fact.



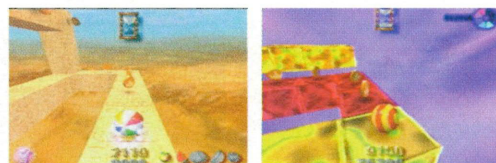
### Hebereke's Popoitto

Wacky Japanese type thing which owes plenty to Tetris and even more to the game's developers LSD intake. Full marks though for having the strangest name in Dealer though. That's got to be worth getting it for. No? God, what do you people want out there!



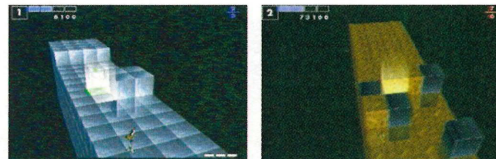
### Kula World

Perplexing, frustrating, but enjoyable stuff featuring a pill popping beach ball. Of all things.



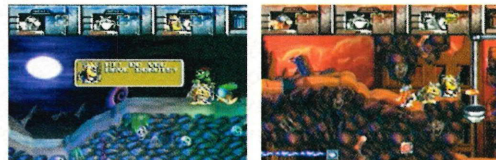
### Kurushi: Intelligent Cube

Bizarre puzzler in which you capture cubes as they roll towards you. Frustrating but then that's the point.



### Lost Vikings 2

Control a posse of comedy Norse men who are lost. Old idea well worked.



### Oddworld: Abe's Oddysee

An excellent puzzle game. Quirky, fun and more than a little perplexing. A truly original game designed by highly original minds. Help the main guy, Abe, save his people and make him fart in comedy fashion. The chicks love it too. Get in there, Captain Trousers!





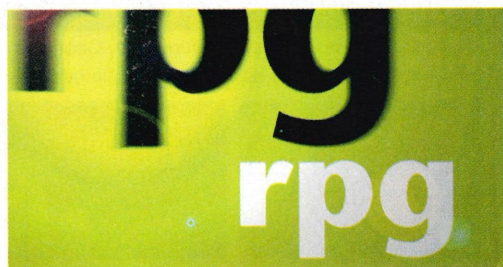
## Super Puzzle Fighter Turbo

A bizarre Street Fighter/Tetris combination which will zap your social life into extinction within minutes.



## Diablo

EA convert their successful PC slash 'em-up cum RPG very successfully onto the console format. Most of games are designed to be played with a mouse but the developers have managed to get all the main functions onto the joy pad with no fuss.



## King's Field

Standard and graphically basic role playing romp from Sony HQ. The whole thing plays quite well though.



## Captain Blasto

Basic platform action that amuses and entertains without excelling at either. Kind of polygonal in its own little way, and sort of quirky if you want to know the truth, but if it's truth you're after then try this on: Captain Blasto is a game played by chimps.



## Alundra

Falling into the same leather booties as Zelda on the SNES, Alundra is a basic painting by numbers RPG.



## Suikoden

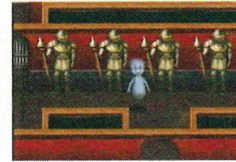
This one has the dubious pleasure of being the first true role playing game on the PlayStation.



The game drabness drags, what was a bad game, to the levels of a really bad on. With FF8 on it's way, this can happily be avoided with confidence.

## Casper

The cute and friendly ghost's PlayStation debut is a total bunch of utter utter ARSE! With no redeeming features and gameplay that would bore a corpse, Casper is one spook that is in need of an encounter with the GhostBusters. Who ya gonna call?



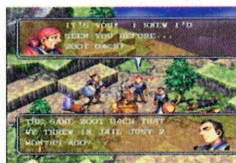
## Blaze & Blade

Despite it having the option for some four-player fun, this RPG is about as exciting as being in a coma.



## Vandal Hearts

Magic, action, strategy and fighting. It's a corker that's for sure and was probably the best in the genre until Final Fantasy VII arrived on this Earth. Even now if you've had enough of Square's brilliant offering this could well tide you over for a little while.



## Castlevania

If your looking for a platform game that combines an awe inspiring story, dreamy graphics and state of the art sound, AVOID THIS LIKE THE PLAGUE. It's a total waste of, what was, a totally acceptable idea that's just gone to hell. Stay there, you crap game you!



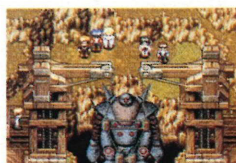
## Breath Of Fire 3

Dated by today's standards. You may have played earlier incarnations of this on the Super Nintendo. Well things haven't come on that much in all honesty and if you need an RPG with stunning graphics and real lasting appeal, then go for Final Fantasy VII instead



## Wild Arms

This Wild West themed RPG may be pretty mediocre, but it has some nice touches and at least it's original.



## Cheesy

I know, let's make a game and give it an ironic title like "crap game" or something. Trouble with this one is that behind the self depreciating title lies a game that actually lives up to the name. Cheesy by name, utter shite by nature.



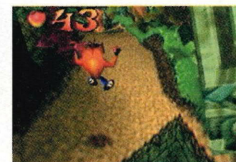
## Final Fantasy VII

The biggest game ever! Three whole CD's full of sumptuous graphics and sleazy music. Takes about 100 hours to complete but it's certainly time well spent. Your girlfriend will learn to cope with your long periods of sustained absence. Buy her a vibe.



## Crash Bandicoot

Classic platforming action. Not quite tough enough for the hardcore but there's loads of good stuff here.



## Crash Bandicoot 2

A massive improvement on the original with more variation than its predecessor. A winner.





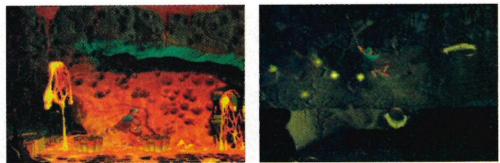
### £ Croc ☆☆☆

A Mario clone for the PlayStation was the aim for Croc, and it wasn't a bad attempt. A cuddly character in an original game with its share of playability thrown in. Not a bad buy if you can pick it up cheap but at full price there are better efforts on offer these days.



### £ Heart Of Darkness ☆☆☆

Great animation, great graphics... even a plot! A very decent effort for the discerning platform gentleman.



### £ Jumping Flash 2 ☆☆☆

A sequel that was eagerly anticipated by no-one except Whoopie Goldberg, who though her ropery movie had been given a second part and a PlayStation tie in. Sorry Whoopie, this is just a slight improvement on the original game.



### £ Earthworm Jim 2 ☆☆☆

An unimpressive update of a 16bit platform hero. Dated on release and dirt now.



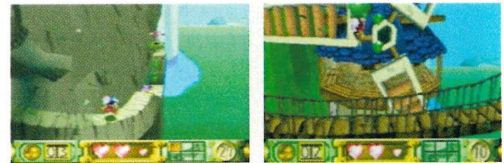
### £ Hercules platinum ☆☆☆

All the fun of Disney's re-writing of the famous Greek legend in a fine platform based caper. Everything in this garden is rosey. Quality animation, top sounds, but oh no - it's only been a only a few hours of play and it's all over. Short but fun.



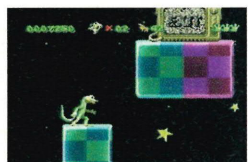
### £ Klona ☆☆☆

A real surreal Japanese deal with an airborne floppy eared feline. The scary will revel in it.



### £ Gex ☆☆☆

Another effort which is worth a butcher's if it happens to be going cheap. A throwback to the PlayStation's early days when graphics like these gave everyone a stiffy, Gex is in need of a facelift (he got one - see below) but still provides limited fun for a while.



### £ Jersey Devil ☆☆☆

Tricky control in a very good game which still plays well today. In the top 10 platformers.



### £ Lomax In Lemmingland ☆☆☆

He'd have been better off visiting somewhere else, Lomax Crash Bandicoot Land, for example. It's better there. That said, this does have elements of some originality, it's easy to play and not the quickest to complete, so, fivers at the ready.



### £ Gex: Enter the Gecko ☆☆☆

3D action and a number of all-round improvements. Still needs thinking about for over 30 quid though.



### £ Johnny Bazookatone ☆☆☆

Another title that's destined to rot at the bottom of a bargain bucket. You can spot these ones a mile of as even their names make you want to double over and puke 'till you see stars. When will these developers stop wasting our time?



### £ Jurassic Park: Lost World ☆☆☆

Never heavy on plot, JP:LW could have made up for it with stunning gameplay, but missed the boat.



### £ Gex: Deep Cover Gecko ☆☆☆

He's lean, green and back on the PlayStation scene in this stunning sequel. With more costume changes than Mr. Ben on speed and a one-line library to rival Bruce Campbell Gex is deeper in his bizarre but beautiful 3D world than ever before



### £ Jumping Flash ☆☆☆

This well average platformer has nothing to do with ropery Whoopie Goldberg movies or Rolling Stones Lyrics. Shame really, as it needs some slice of insanity to take it from the realms of mediocrity. Easy to complete yet friendly. Inoffensive bargain fodder.



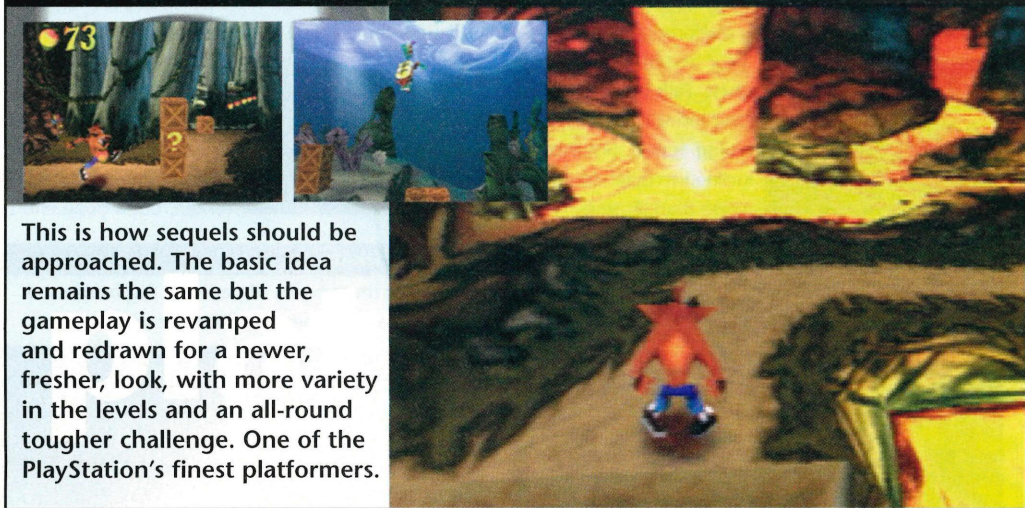
### £ Lucky Luke ☆☆☆

Aimed at kids, they told us. What, kids who like shit stuff? we asked. They never responded.



## £ Crash Bandicoot 3 ☆☆☆☆☆

This is how sequels should be approached. The basic idea remains the same but the gameplay is revamped and redrawn for a newer, fresher, look, with more variety in the levels and an all-round tougher challenge. One of the PlayStation's finest platformers.



### £ Mega Man X3 ☆☆☆

For some reason, that we will never know, crap games seem to be the horniest and most fertile genres out there. The Mega man series just goes to show you what a dirty slut the original game was. Someone please show this crap to the family planning clinic.



### £ Megaman 8 ☆☆☆

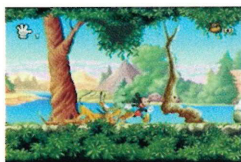
See any similarities between this screenshot and the one above? Suspicious? Do be, it's no better.





## € Mickey Mania platinum ☆☆☆

Remember the days when every game liscence was converted into a platform game, no matter what?



Well, Disney seem to remember and have given you lucky people this piece of retro gaming action. It's short but it's fun and it's got a six foot mouse!

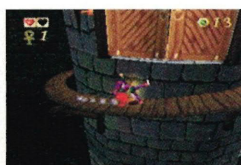
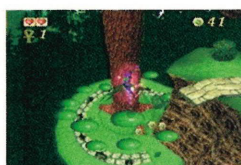
## € Oddworld: Abe's Exoddus ☆☆☆

The Gimp with the gift of the gab returned with more vocals to continue his puzzle solving frolics in this superb adventure, platform, puzzle or whatever the bloody hell it was. Great fun and a real challenge but be warned, it ain't easy and it ain't always fair.



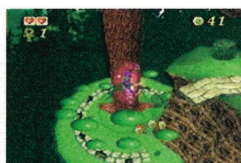
## € Pandemonium ☆☆☆

A 2D platformer made to look all 3D. Not bad, but there are those which do it for real.



## € Pandemonium 2 ☆☆☆

A 3D platform game that's "on rails" but offers enough fun and frolics to keep even the grumpiest person happy. That is untill you complete it while your waiting for an egg to boil. Nice game. Nice characters but the life expectancy of a sickly May fly.



## € Psybadek ☆☆☆

An unusual and psychedelic take on the platform genre, this funky funster is sadly marred by repetitive levels and fiddly controls. One of those games which looks great when someone's playing it in the shop, but really needs a sequel to sort it all out.



## € Rayman ☆☆☆

The French and limbless character will soon have his sequel and TV series. The original game offers some good and honest, no frills fun that will entertain those of you desperate to control a French and limbless cartoon character. You know who you are!



## € Rascal ☆

Like we said, you could do a lot worse, and this is a lot worse. Good looking with cock all gameplay.



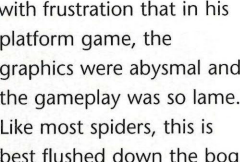
## € Skull Monkeys ☆☆☆

Awesome graphics but lacking in lasting appeal. One of the "best of the rest" if you know what we mean.



## € Spider ☆

Incey Wincey Spider, coming down the spout, Incey Wincey Spider began to scream and shout. He shouted with frustration that in his platform game, the graphics were abysmal and the gameplay was so lame. Like most spiders, this is best flushed down the bog.



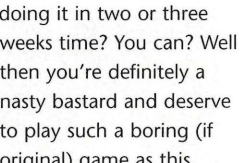
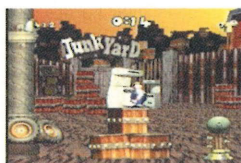
## € Spot Goes To Hollywood ☆

Another example of 16bit characters failing to make the transition into 32bit gaming.



## € Trash It ☆

Go crazy with a hammer and smash stuff to pieces. Sounds like a dream, but can you see yourself still doing it in two or three weeks time? You can? Well then you're definitely a nasty bastard and deserve to play such a boring (if original) game as this.



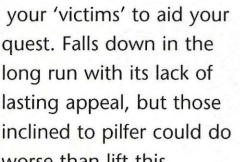
## € Tombi ☆☆☆

Part puzzle with a spot of RPG thrown in for good measure. Put it on your list of must-buys at no. 108.



## € Wild 9 ☆☆☆

The world's first torture'em-up provides for many a laugh, plodding through this platform game using your 'victims' to aid your quest. Falls down in the long run with its lack of lasting appeal, but those inclined to pilfer could do worse than lift this.



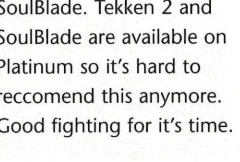
## € Batman Forever ☆

Appaling dog's-mess of a game. The average human would be better served eating their own arse.



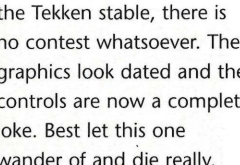
## € Battle Arena Toshinden ☆☆☆

An early PlayStation beat-em-up that was good, but has been overtaken by the likes of Tekken 3 and SoulBlade. Tekken 2 and SoulBlade are available on Platinum so it's hard to recommend this anymore. Good fighting for it's time.



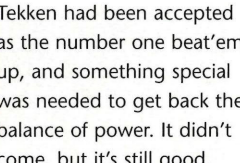
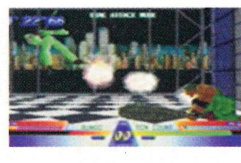
## € Battle Arena Toshinden 2 ☆☆☆

By release number three, this series was beginning to really show it's age. When you compare this one to the Tekken stable, there is no contest whatsoever. The graphics look dated and the controls are now a complete joke. Best let this one wander of and die really.



## € Battle Arena Toshinden 3 ☆☆☆

More magic scrapping action in the same vain as the other two. The series was struggling by this time as Tekken had been accepted as the number one beat'em-up, and something special was needed to get back the balance of power. It didn't come, but it's still good.



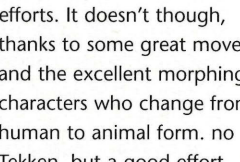
## € Bio F.R.E.A.K.S ☆

Mutant fighting. Sounds good. Could've been a winner, but in the end, midget wrestling is better.



## € Bloody Roar ☆☆☆

A good looking beat'em-up which could easily have fallen by the wayside as one of the many average efforts. It doesn't though, thanks to some great moves and the excellent morphing characters who change from human to animal form. no Tekken, but a good effort.



## € Bushido Blade ☆☆☆

Handy for those bereft of patience. Big twatters of swords mean the best special move wins.

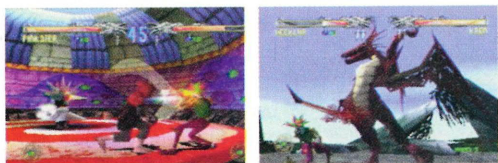


beat 'em-up



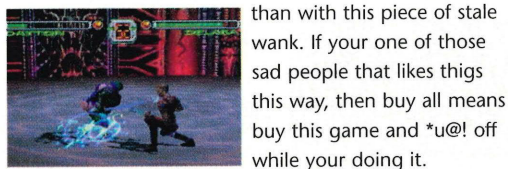
### Cardinal Syn

Unusual game from Sony with some odd characters and interesting scenarios. Lacking in adrenaline.



### Criticom

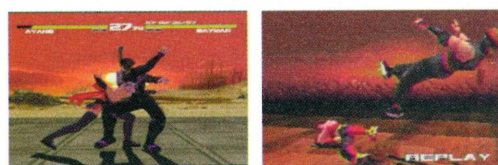
That old chestnut about the game with good graphics and piss poor gameplay has never rung more true



than with this piece of stale wank. If your one of those sad people that likes thigs this way, then buy all means buy this game and \*u@! off while your doing it.

### Dead Or Alive

Fast, frantic and sexy as phook. And the birds' tits wobble like mad! Gaming heaven.



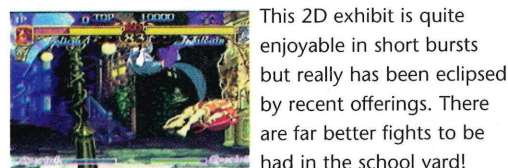
### The Crow: City Of Angels

If he wasn't already dead, Brandon Lee would be slitting his wrists at the sight of this toss.



### Darkstalkers

It's not like Capcom to use the Street Fighter engine for virtually every other game they produce is it?



This 2D exhibit is quite enjoyable in short bursts but really has been eclipsed by recent offerings. There are far better fights to be had in the school yard!

### Tekken 3

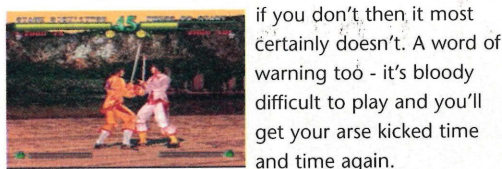


Again even better than the above. Tekken 3 is the ultimate fighting game on the PlayStation and it's doubtful it'll be beaten. As close to an arcade fighting game as you could ever want. Every PSX owner should have one tucked away somewhere.



### Dynasty Warriors

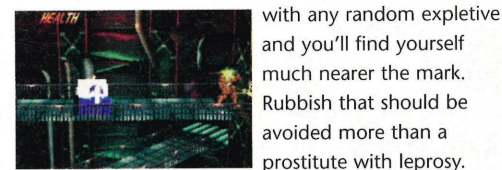
If you fancy a trek back in time to ancient Japan then this average kick about fits the bill. On the other hand



if you don't then it most certainly doesn't. A word of warning too - it's bloody difficult to play and you'll get your arse kicked time and time again.

### Fantastic Four

The most ill advised title of all time. Fantastic it most certainly is not. In fact, replace the word Fantastic



with any random expletive and you'll find yourself much nearer the mark. Rubbish that should be avoided more than a prostitute with leprosy.

### Fighting Force

Tries to mix adventure with fighting but turns up like Monica Lewinsky - a bit dull and far too easy



### Iron & Blood

Where do they get the names from? The medieval setting makes a nice change but the game is average.



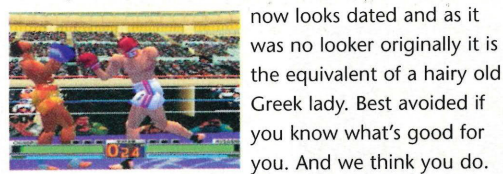
### Iron Man

Show us a good comic character turned into a good game and we'll show you the Holy Grail. This is among the worst fighting games ever released and whoever believed that this was acceptable must have forgotten to take his tablets. Absolute arse.



### Killer Instinct: Arena Fighters

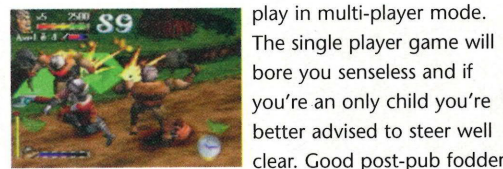
Highly anticipated and highly disappointing kick boxing sim that failed miserably from the word go. It



now looks dated and as it was no looker originally it is the equivalent of a hairy old Greek lady. Best avoided if you know what's good for you. And we think you do.

### Legend

Novelty slash 'em up in the mould of eighties' classic Golden Axe. Only worth a look if you're going to



play in multi-player mode. The single player game will bore you senseless and if you're an only child you're better advised to steer well clear. Good post-pub fodder

### Marvel Super Heroes

What more can you want from a game than the chance to pit SpiderMan against Wolverine and find out who will win. The main let own in the game is the use of the ancient Street Fighter engine. Still, it does have Marvel Super Heroes. Exelsior!



### Marvel Vs Street Fighter

Not exactly a Street Fighter classic, but a rumble fest supreme if comic book heroes and hectic hand action's your bag. It's far better than most of the rehashed SF shite, but let's be honest, would anyone in their right mind really swap Tekken for this?



### Mortal Kombat 3

These games rocked the orld a few years ago, but video games have a habit of aging quickly and this one is no exception. With the domination of 3D fighting, it's hard to see a place for this old timer. Plenty of blood and gore though.



### Mortal Kombat Mythologies

Take the worst part of the Mortal Kombat games and mix well with the shoddiest idea for an RPG, leave to fester 'till the mixture takes on a brown, crinkley and odourous form. Leave the mixture on a pavement and make local dogs believe that a new bitch is in town.



### Mortal Kombat Trilogy

The original three arcade smashes rolled into one tiresome collection. They're all the same though.





## € Mortal Kombat 4 ★★★★★

Mortal Kombat finally gets a game worth playing as it enters the 3D era. It still struggles to keep up with its rival beat 'em ups but it is at least a noble effort that puts up more of a scrap than its less illustrious predecessors. Worth a look for fight fans.



## € Pocket Fighter ★★★★★

A cracking little game that's great fun. See tiny characters beat seven shades out of each other using a variety of secret weapons pulled out from huge pockets. Street Fighter engine again, but oodles of novelty make this a good bet to buy.



## € Psychic Force ★★★★★

If this was good it might be worth buying, but as it's not then don't go near the little blighter. Rubbish.



## € Rise 2: Resurrection ★★★★★

Vastly over-rated robot fighting game that was the follow up to another vastly over-rated robot fighting game. There was certainly no learning curve on display as far as the programmers were concerned. You lot cottoned on though and didn't buy it thankfully.



## € Rival Schools: United By Fate ★★★★★

Schoolies' knickers on show in virtually every fight. Does it get any better than this? Capcom unleashed this ridiculously named game and won over our hearts because it really was good. Well worth adding to your games cupboard if only for the chicks



## € Soul Blade ★★★★★

A £20 game that simply everybody must own. One of the best fighting games to be released on any format



## € Star Gladiator ★★★★★

Another early attempt that did very well for itself with its sci-fi game. Out of this world (sorry!)



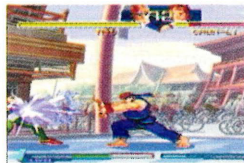
## € Star Wars: Masters of Teras Kasi ★★★★★

Similar to Soul Blade but with the likes of Luke Skywalker and Darth Vader to play with. Very cool.



## € Street Fighter Alpha 2 ★★★★★

Oh, God. Will they ever stop doing this? Who exactly owns a Street Fighter game and needs more identical stuff to play with? Stupid and rich people that's who, and they should all be shot - or taxed heavily. If you want a SF game just pick any at random.



## € Street Fighter Alpha 3 ★★★★★

Same old same old, as they say. More dreary geriatric Capconian jizz, and it's the stale smelly kind too! Can someone please put an end to these in-bred Nintendo offspring please. There just aint enough rumble juice to go around the playground anymore



## € Street Fighter Collection ★★★★★

This does exactly what it says on the tin. Three Street Fighter games in one simple bundle. They're all the same underneath but you do get a variety of characters and special moves for your money. If you love Street Fighter then you can't go far wrong.



## € Street Fighter Collection 2 ★★★★★

The coffin dodger supreme, still doing the rounds. Worse than an aggressive anal wart infection



## € Street Fighter EX Plus Alpha ★★★★★

Funny that Capcom realised that the Street Fighter series needed to pack it's bags and head for 3D territory and then decided to go back to 2D. Fools. This fleshed out SF'er show how good the series could get if only they would carry it through.



## € Street Fighter: The Movie ★★★★★

Street Fighter: The piss take more like. What is going on? Game is turned into crap movie and then crap movie gets shunted back into crap game! Is it just me or is this the stupiest thing that the world has ever seen? Anyone who buys this should be bayonetted.



## € Tekken ★★★★★

Now were talking fighting games. Forget your Street Fighters and your Toshindens and get this.



Tekken 2 is out on Platinum too, so you'd really be better of getting that. If it's bargain bucket toss up time, then this wins over all but the other Tekkens.

## € Tekken 2 ★★★★★

Even better than the above. Sony get ever closer to the perfect fighting game and it's gone Platinum too!



## € Tobal No.1 ★★★★★

An old and crusty fighting game that came out at the same time as Toshinden (you remember, there was an ice age.) It can't really cope with the current climate of hot beat-em-ups and really should just shrivel up and die. Good for a museum piece.



## € Wargods ★★★★★

If Wargods was a bird you couldn't go wrong with it. Nice to look at with phook all depth. Unfortunately it isn't, so what we're left with is an empty-headed game that you've paid 40 quid for, and it won't even give you a wank! Get down King's Cross instead...



## € Yusha ★★★★★

If being totally of your mad assed tits was something that regarded as "good" the this offering from the "bad in the head" Japs would be a classic. Of, course weird does not equal reamness. Yusha is weird but, Jeezus is it shite. Run Away!



## € Vs ★★★★★

The ideal game for all aspiring gangsta rappers, with vicious scrapping on the streets of Los Angeles. Now all that's needed is a spot of Ice Cube and we're fully sorted. Unfortunately, the Uzi's and "shanks" are missing and it's all a trifle average, homes.



## € X Men: Children Of The Atom ★★★★★

Standard 2D fighter from the 2D fighter masters. Worth a peek if you own ALL the Street Fighters.





## £ X Men Vs Street Fighter ☆

Triple X Men more like. You've a right to expect better than this half-arsed piffle.



## £ Zero Divide ☆

A ten tonne robot death machine is never going to be as agile as Bruce Lee so it's no surprise that this droid fighter is a bit on the cumbersome side. Who wants to play characters like these? People who like their games on the average side, that's who.



## £ Zero Divide 2 ☆

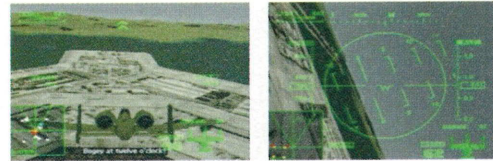
And the same could be said for this. The graphics in both games are the high point, although there is a good game in here struggling to get out. Maybe it'll make it if a second sequel arrives, but for now it's best left alone mates...



# flight flight sims

## £ Ace Combat 2 ☆☆☆

Uncomplicated flight-sim type of blaster for those who want their gunplay that bit more realistic.



## £ Agile Warrior ☆☆☆

A vaguely involving fly'em-around'em-up which runs at a very reasonable speed even when the screen is full. Helped by a straightforward control method, it's fun for a few hours but tedium rears its head before the money's out of your Switch account.



## £ Air Combat ☆☆☆

So-so flight sim from the PlayStation's early days. Bit of a contender due to the wallet-friendly price tag.



## £ Black Dawn ☆☆☆

A black dawn eh? That's called night time isn't it. Anyway, this is actually the sequel to Agile warrior and has much more on than it's original incarnation. A fair excuse to take to the skies and shoot up innocent villagers. Why, it's just like 'Nam. I guess.



## £ Firestorm: Thunderhawk 2 ☆☆☆

It's big, it's hard and it needs to be plunged into battle as often as possible. All the fun of controlling a big vibrating chopper and non of the health risks. The second most fun time you can have with a big thundering nob. I mean chopper. Doh!



## £ Gunship ☆☆☆

If you want to take an Apache AH-64 to the skies and have plenty of controls to master, then you will be in overly technical geek heaven with this one. Good to play while listening to Wagner and crying "I love the smell of napalm in the morning"



## £ Raging Skies ☆

Or to give it its full title, Not Overly Full Never Mind Bloody Raging Skies. Ho ho, no but really readers, that isn't the name of the game, but it would be more accurate if it was. Anyway, bloody traffic wardens eh? They're everywhere. My mother-in-law is so fat...



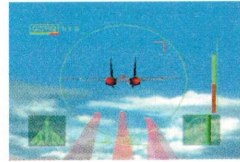
## £ Strikepoint ☆

Another game that makes no real mistake other than being really dull. There are bigger, better and more interesting fly-em-ups out there, so only pick this one up if you find it lost somewhere. It has no real place in your game collection, so best leave it.



## £ Top Gun: Fire At Will ☆

Thank you. We choose to fire now and we choose to fire at you, programmers, for littering the planet with such crap. Like Strikepoint above, does nothing to offend apart from offer sack-all in the way of anything remotely new or innovative. It's a must! Yes.



## £ Warhawk ☆☆☆

An early whirlybird simulation that's basic graphics really do what is a fair game. The games one saving grace is the fact that the missions are well designed and you find yourself needing to finish them. Available for a tenner in bargain box. Somewhere.



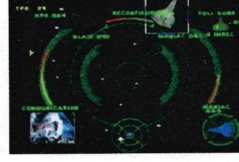
## £ Wing Commander 3 ☆

Look at these screenshots. Don't they look great? That's because they're FMV. Space dogfighting your bag is it? - then you might dredge a morsel of enjoyment from this effort. But be warned, it doesn't look good and it doesn't play well.



## £ Wing Commander 4 ☆

Another Mark Hammill pay day and another tale of style over substance. Pants, with a capital shite.



## £ Wing Over ☆

Not an aircraft shagging simulation but a quirky aerobatics game. Pick it up cheap and you're away.



# adventure

## £ Alone In The Dark m ☆

One of the original PlayStation adventure games which takes the player into a haunted house scenario and provides it's fair share of mild shocks and light thrills. Cumbersome control and a now dated look haven't taken all the polish off this old girl. But they've tried.



## £ Akuji The Heartless ☆

Strange voodoo dealings sound promising but in fact form part of an average effort. Wait for price to drop.



## £ Atlantis ☆

As interesting an adventure as tackling the perils of your gran's knicker drawer. Smells the same too.





## £ Ark Of Time ★★

Ark of Shite would have been more appropriate. Bit of a CD-as-coaster scenario on here.



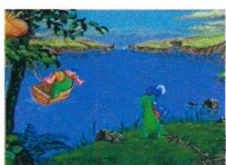
## £ Batman & Robin ★

Twatman and Bobbins. Get the picture?



## £ Blazing Dragons ★

this may seem like a really stupid exclamation that Robin (the boy wonder) would squeek at Batman.



And well it might be. It's also the name of a potentially good monster mangler that is let down by gameplay that fails to gel. Don't even touch with a pole.

## £ Broken Sword ★★

Monty Python humour abounds in this intelligent adventure which set the pace for PlayStation games



of its ilk. Well designed and written, it isn't the trickiest adventure to finish but will keep any player happy for the duration of their time with it.

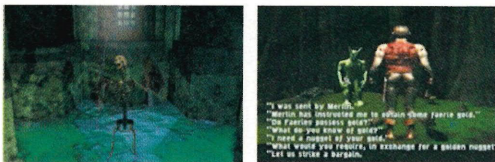
## £ Broken Sword 2 ★★

Only marginally better than the first, but a different dilemma means renewed gameplay aplenty.



## £ Chronicles Of The Sword ★

Bit of a pork sword, as it goes. Old hat, nothing new, you'd be mad to shell out for it, etc. etc.



## £ City Of The Lost Children ★★

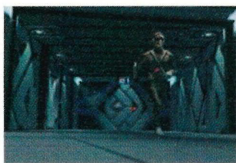
Basing a videogame adventure on a movie - oh that's new. Except it is when the movie's a French arty flick.



It would be fair to expect our share of tits and onions then, but alas none of either are forthcoming, though the semi-lush graphics provide a decent game experience.

## £ Cyberia ★★

A dreamy looking game when it first appeared, Cyberia's graphical charm has dwindled somewhat in light of more recent achievements. Never a lasting adventure, it leaves a lot to be desired now, but shouldn't be dismissed totally out of hand.



## £ D ★

Two words that make no sense. Friendly fire. Another two? Interactive Movie. This one looks



fair but you expect that from a game that is basically a movie that pauses for you to solve a crappy puzzle. Save your money and go to the Cinema.

## £ Deathtrap Dungeon ★★

Good, solid adventure featuring a heroine with more outrageous charlies than Lara Croft. Chut-chut-chut.



## £ Discworld ★★

A decent job of taking the essence and humour of the Terry Pratchett books and slipping them into a game. If a little more time had gone into the gameplay elements and the way the plot formed, it could have been a champ. Fans loved it but the rest of us left it.



## £ Discworld 2 ★★

And the same applies to this. Far from bad but only the mad-for-Pratchett brigade will mess themselves.



## £ Excalibur 2255AD ★★

An interesting and - for the most part - involving adventure with a decent mix of action and puzzles.



Despite the different setting though, this is an effort which wants to be Tomb Raider and, naturally, fails. Not a bad buy if you can pick it up cheap though.

## £ Herc's Adventures ★

Fun for a very short time, but those who can be bothered will finish it easily. Unless they're spanners.



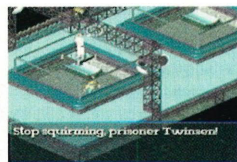
## £ Legacy Of Kain ★★

Vampire strangeness in this huge and impressive blood sucking adventure. A good buy in anyone's book.



## £ Little Big Adventure ★★

A quirky adventure game lovingly converted from its PC origins that manages to entertain for a short while. But it doesn't really go far enough in any department. The graphics are nothing but run of the mill and the point of the game is easily lost.



## £ Medieval ★★

Ghosts n' Goblins is brought into the 90s in this excellent swashbuckling comedy type thing.



## £ Men In Black ★

Cacky movie tie in which pseudo sticks to the plot of the film, but you won't care.



## £ Metal Gear Solid ★★

One of the greatest games ever, playing more like a movie with you as the hero - Solid Snake. Just buy it!



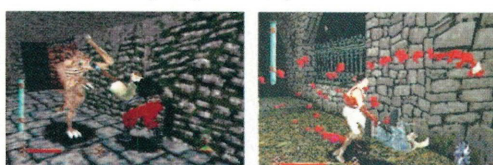
## £ Myst ★

Judging by the manual, the programmers were well chuffed with this one. This just goes to show how up-their-own-ass some people can be as this must be one of the most pointless, slow and stupidly weird adventure/puzzle games ever. The Cd makes a good frizbe.



## £ Nightmare Creatures ★★

Flawed but original and fun effort which'll satisfy your blood lust until you get out of prison.





### £ Ninja: Shadow Of Darkness ★★☆☆

Simple but effective puzzle elements combine with nice visuals to create an action-packed adventure.



### £ ODT ★☆☆☆

A poor attempt at creating a challenger to Tomb Raider. Someone'll succeed, sometime...



### £ Overblood ★☆☆☆

A decent stab at a futuristic adventure, but the experienced gamer will find it piss easy to complete providing he can bear the long periods of tedium when nothing much happens at all. Shame, 'cos the boy had potential, but there you go.



### £ Perfect Weapon ★☆☆☆

Didn't score enormously highly because it doesn't have quite enough going for it, but this is one of those titles which if you make it half way through you'll lose sleep and food until you finish it. Looks great and you get to punch stuff. Christ, it's Naomi Campbell!



### £ Pitfall 3D: Beyond The Jungle ★☆☆☆

Highly anticipated 32bit revamp of classic game from days of old, when, y'know, monkeys chewed stuff and that. It all worked out rather well as it goes, but since it's based on a concept of jumping over stuff and not much else, it doesn't "go" far enough. Good fun.



### £ Psychic Detective ★☆☆☆

Ooh, could this game feature a detective that's Psychic? Hardly need to do much detecting if you can read peoples minds do you. "He did it officer, I read his mind." end of game. Shite Interwanktive movie shitefest. Shite-Shite that's heavy on the crap.



### £ Reboot: Countdown To Chaos ★☆☆☆

Almost a genre of its own. Shooting, running... er, adventuring and what have you. Average and odd.



### £ Resident Evil ★★☆☆

Zombies! Gore! Guns! Shooting! Crack! E! Prostitutes! Perm any four of the above and a fantastic game



ensues, and this is the one which broke the mould and set a new standard for others to follow. Slightly limited by today's standards, but a bargain at the price.

### £ Resident Evil 2 ★★☆☆

Twice the adventure of the first game, Leon and Claire's battle is, shock-horror, a stunning shock-horror



### £ Resident Evil: Directors Cut ★★☆☆

Justly falling between RE 1 and 2 for quality, and the chance to get a peek at RE2, which has come out



now and therefore makes this version totally obsolete. If you must own RE1 then this is a better version. Just as scary, but more so.

### £ Riven ★☆☆☆

As an adventure game, this makes a very nice collection of moody holiday snaps.



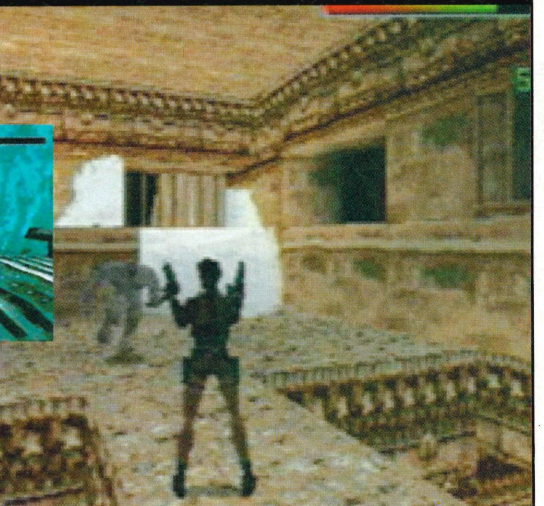
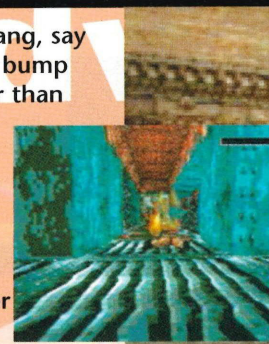
### £ Sentient ★☆☆☆

In-depth and challenging, but dated and cumbersome to play. Like giant chess with live animals as pieces.



### £ Tekken 3 ★★☆☆

Run, jump, fire, hang, say "Ooh!" when you bump into things. Better than the first in every way and one of the few genuine must-have additions to everyone's game collection. A larger game with less puzzling and more shooting action than the first. Top stuff!



## JAPANESE CHART

1. Um Jammer Lammy
2. Chocobo Racing
3. To Heart
4. King of Fighters '98
5. Million Classic

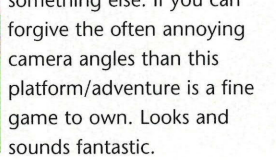
### £ Spawn: The Eternal ★☆☆☆

Actually considerably better than the film. Just as prison-rape is better than death.



### £ Spyro The Dragon ★★☆☆

Is he Croc? Is he Crash? Is he Sonic the fer-hucking Hedgehog? He's a bit of everything and a lot of something else. If you can forgive the often annoying camera angles than this platform/adventure is a fine game to own. Looks and sounds fantastic.





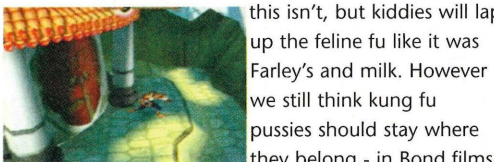
## Swagman

A spooky cartoon adventure. But then so is Scooby Doo, and it didn't cost 40 quid to watch.



## Tai Fu

Tony the Tiger quits fighting for Frosties and dishes out some savagery in a brutally boring game. Sugar coated



this isn't, but kiddies will lap up the feline fu like it was Farley's and milk. However we still think kung fu pussies should stay where they belong - in Bond films

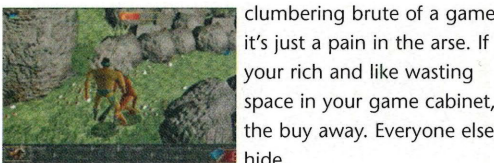
## Tenchu

Good stuff this. Stealth, cunning and realism required. It's a bit like shagging your mate's mum.



## Time Commando

Going back in time and monkeying about with history may have been fun for Michael J Fox, but for this



clumbering brute of a game it's just a pain in the arse. If your rich and like wasting space in your game cabinet, the buy away. Everyone else, hide.

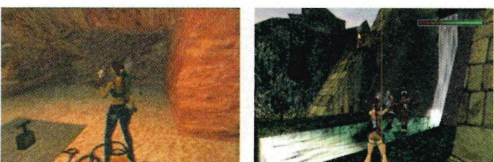
## Tomb Raider

The game which launched a thousand magazine covers. And the same amount of pretenders.



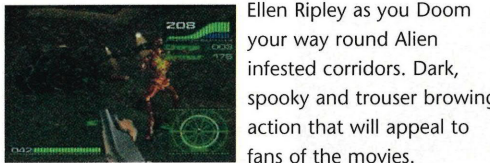
## Tomb Raider 3

Improved graphics and puzzles so hard they star in pornos. Should have offered more, but still great.



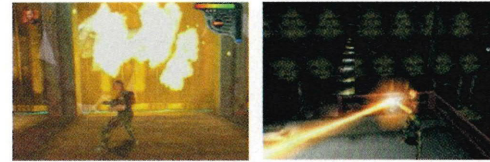
## Alien Trilogy platinum

Not in the same league as Die Hard Triogy in terms of value for money. This one gives you control of Ellen Ripley as you Doom your way round Alien infested corridors. Dark, spooky and trouser browng action that will appeal to fans of the movies.



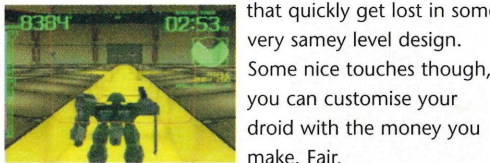
## Apocalypse

Better than expected shooter with annoying in-game comments provided by Bruce Willis himself.



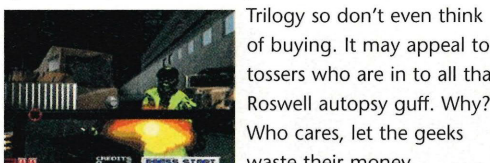
## Armoured Core

At first play, this game seems like a robot death machines wet-dream. Impressive sound and graphics that quickly get lost in some very samey level design. Some nice touches though, you can customise your droid with the money you make. Fair.



## Area 51

No no no no no! A bland conversion of a bland light-gun coin-op. It has nothing on Time Crisis or Die Hard



Trilogy so don't even think of buying. It may appeal to tossers who are in to all that Roswell autopsy guff. Why? Who cares, let the geeks waste their money.

## Assault

The best elements from classic shoot'em-ups combined with a few fresh ideas to create a fast frag frenzy.



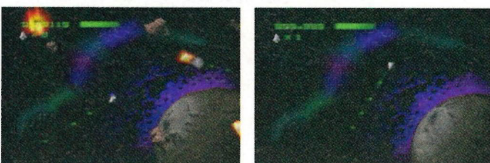
## Assault Rigs

This goes to show you how good some of the early PlayStation stuff can look. It's got a great soundtrack and some some nice touches in what effectively is, a Doom clone in a robot suit. Good for it's time and a worthy ten quid purchase.



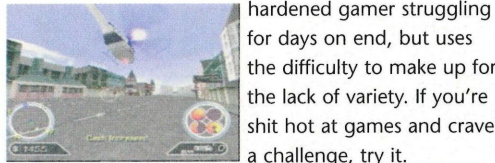
## Asteroids

Plain and simple revamp of the classic arcade blaster. Repetitive, addictive and ultimately limited.



## Auto Destruct

A good-looking game in its own empty way, this is something of a conundrum. It'll keep even the most hardened gamer struggling for days on end, but uses the difficulty to make up for the lack of variety. If you're shit hot at games and crave a challenge, try it.



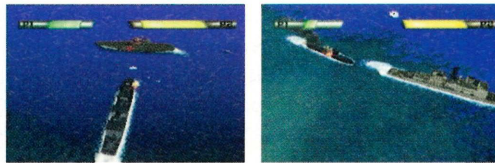
## B-Movie

Alien-chasing shoot'em-up with some subtle humour to keep you amused. Tricky to complete.



## Battle Stations

Battleships for those who can't be bothered getting the board game out of the loft. Resides in Loserville.



## Beast Wars

Metallic shooter. Bland graphics and uninspired gameplay. Fancy it do you? Well you would...



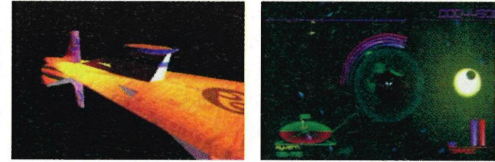
## Blam! Machinehead

It sounds like a dull college indie band and plays no better. A 3D shoot-em-up with the occasionally nice graphical touches that's let down by a stupid name, over complex missions and a control system that just isn't nice to use. car boot sale purchase only.



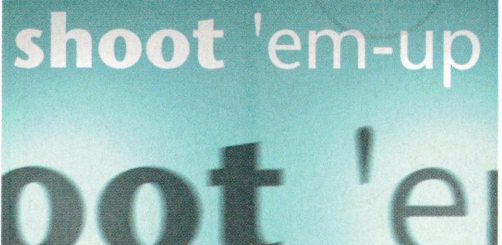
## Blast Radius

Star Wars style shoot'em-up that doesn't quite cut the mustard but ain't bad for a quid or two.



## Brahma Force

The third Kileak the Blood release is surprisingly absorbing stuff. Got a brain? Get a copy.





## Colony Wars ☆☆☆

All the fun of pretending to be Luke Skywalker or Starbuck out of Battlestar galactica. When you master the controls you're given a game that's rewarding and frustrating in equal measure. The mult-ending campaign is a nice touch. Could have done more really..



## Colony Wars: Vengeance ☆☆☆

...and indeed did with this great sequel. Complex missions, frantic action, an all-round winner.



## Contra: Legacy Of War ☆☆

Horizontal scrolling shoot'em-up offering nostalgia at best and tits-all at worst.



## Critical Depth ☆☆

After Tigershark failed to sink the Bismarck, this shot just wide too. The idea is great. The game's crap



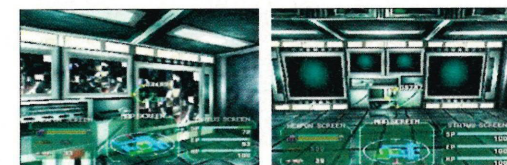
## Duke Nukem Time To Kill ☆☆☆

Duke fills the hot-pants of Lara Croft in this third-person time-tripping bonanza. Doesn't have the depth or complexity of the Tomb Raider series, but provides a blast-fest alternative for those who put destruction on the top of their list. Crap screenshot, eh?



## Epidemic ☆☆

The first sequel to Kileak the blood. It doesn't offer anything new and quickly gets boring.



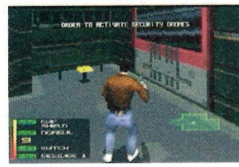
## Exhumed ☆☆☆

Flawed Doom clone set in ancient Egypt which musters some of the gameplay elements of its hero.



## Fade To Black ☆☆☆

A great 3D Arcade adventure shoot-em-up that makes you think with your brain, as well as your trigger finger. The third person perspective has been topped by the likes of Tomb Raider and Duke Nuke'em, but this one has a few in game surprises of it's own. Top.



## Final Doom ☆☆☆

The Doom games are classics and a landmark in gaming technology. This sequel is a goodie but a toughie that's only fault is that it runs slightly slower than a basic PC version and can only be played two-player with a link-up cable. Worth getting 'till Quake2 debuts.



## Firo & Klawd ☆☆

Fancy taking control of a comedy cartoon cat and ape? Step right up. Rather eat Satan's trousers? Stay away.



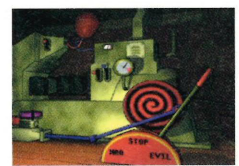
## Forsaken ☆☆☆

Cool graphics, loads of action and a decent soundtrack. Not the easiest game to get into though.



## Frenzy ☆☆

Nothing to do with the violent Hitchcock movie, which is a real shame as this cartoony blaster is total toss. The fair looking graphics completely fail to beef up this empty feeling game that can be completed by a retarded cow-pat. Not good. Not Good.



## Future Cop: LAPD ☆☆☆☆

To all intents and purposes a continuation of the Strike series (y'know, Urban, Soviet and all that), this took the slightly aged gameplay to a higher level with its impressively dark undertones and atmospheric graphics and sounds. Blimey, that was serious!



## G.Darius ☆☆☆☆

Classic arcade-style gameplay and stunning visuals make this highly playable but short-lived.



## US CHART

1. WCW/NWO Thunder
2. Syphon Filter
3. Gran Turismo
4. Frogger
5. Starting a world war

## G-Police ☆☆☆

Class futuristic shoot 'em-up. Flying around mega cities and blasting the bad guys - close to top notch.



## Galaxian 3 ☆☆

An interesting idea spawned long before the "let's do an old thing, but make it 3D" bandwagon began to roll. The beauty of Galaxian in the arcade though was its simplicity - Space Invaders with bits that fell off. This reworking was a brave idea which fell flat on its arse.



## Ghost In The Shell ☆☆☆

A comic book inspired game that never quite manages to achieve its aim. Another boot sale bargain.



## Hard Boiled ☆☆

Based on the cult comicbooks of Frank Miller, drive a big tooled up Chevy "in the future". Hey, no thanks.





# Accessories

They may be just bits of plastic, but they're bloody useful



Recreate that arcade feeling with the Pro-Shock Arcade Stick. Fashioned in multicoloured transparent plastic with the standard eight buttons and a joystick that looks like a Chupa-Chup, the appliance has one over on those penny-scoffing arcade machines in that when it gets going, it can rumble for England (and you'd better believe it!). Fire International(01302 325225), **£29.99**



Shoot'em-ups are given a new lease of life with this hot-looking Assassin gun. Working in both light and G-Con 45 modes, those afflicted with Wanker's Arm will be glad to know that reloading is made easier by the use of a foot pedal. And it also boasts a lovely vibrating recoil action! Nu-Gen (01992 707400), **£39.99.**



It's blue! It's shiny! It looks like something aliens would leave behind! This pad features analogue controls and will provide you with some hot rumble action, but it's bizarre shape suggests that it might not be the most comfortable controller to grip, particularly after a three-hour, non-stop Tekken session. Thrustmaster (01276 609955), **£14.99.**

## Hexen

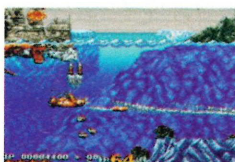
Eagerly awaited magical-blasters-cum-gorefest which pleased the Doom crowd when released for the PC.



Seems as though the programmers were wearing their "Let's Make a Good Game Shit" helmets for this version though. And believe us, those helmets work.

## In The Hunt

Underwater submarine-based (well it'd have to be, wouldn't it?) shoot'em-up with enemies to fire at and other stuff to do. Not a fast moving concept but it could have been fine, had the submarines not looked like the work of a hook-handed three year old.



## Kileak The Blood

Spawner of sequels and pretenders alike, it paved the way for some great titles but has passed its sell-by.



## Independence Day

Style over substance in the movie. Crapness over everything else in the game. Utter dog's toss.



## Judge Dredd

Okay shoot 'em-up from Gremlin which has the distinction of making the leap to arcade.



## Krazy Ivan

Enormous robots shooting each other. In Russia. It's not a bad old game considering its age.







The Analogue Controller Plus may look like your average pad, but when it comes to rumble, it can't be beat. Yes sirree, its 3.4 volt motor gives the pad more vibration than an Ann Summers shop filled with "massaging implements". And if you're sick of boring old grey, they also come in a range of transparent colours including black, red and ice blue for that extra decorative effect. Want a slice of hot vibro pie? It's **£14.99** from Joytech (01525 852900)



Glam up your saving experience with these colourful memory cards from Joytech. With 15 beefy blocks of saving space, these essential pieces of kit now come in a sexy spaceage shade of silver. And what's more, it won't send you bankrupt! Joytech (01525 852900), **£6.99**



Unsightly stains on your 'Station aren't a problem with these classy lid stickers, lovingly created in the finest quality shiny paper and featuring such family favourites as Crash Bandicoot, saucy Manga babes and shapely female arses. FBI Products (01442 234034), **£2.99**

### € Lethal Enforcers ★

If filth could be transformed into a game then this is as downright stinky as you could go. Dire graphics are only one part of the problem with LE, since it'd fail to keep the attention of any sane person for more than half an hour. Apart from that it's a treat!



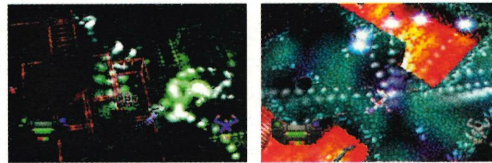
### € Loaded ★★

A fast moving isometric shoot-em-up where you get to control gun toatin' freaks. The graphics were done by 2000AD's Simon Bisley and it features a top sound track by Pop Will Eat Itself. Good two player fun let down by our old enemy, repetativeness.



### € Machine Hunter ★★

3D effort which borrowed from the 2D Loaded, but fails to recapture the spirit. Worth a few quid.



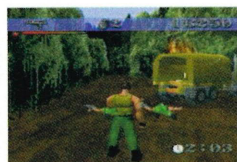
### € Lifeforce: Tenka ★★

Games which set their stall out by being very dark have to work a lot harder than others to make it into the ranks of decency. This is an effort that made the grade, with crisp visuals and an effective, eerie type of gameplay which, although now old, still impresses.



### € Lone Soldier ★

That old arcade classic, Commando is given a 3D treatment. That sounds quite good does it not? Yes, a good idea that is let down by being the worst shoot-em-up in the history of the genre. Games this piss poor arn't even worth burning. Shite.



### € Maximum Force ★

Following the success of the excellent Time Crisis came a wave of titles intent on cashing in. None came poorer than this disgrace and if you see it in the dirt bucket at your local game retailing emporium, offer them a fiver just to see what we mean. Wank.





## MDK

Murder, Death, kill is the name of the game and that's exactly what you have to do. The graphics



are excellent and the gameplay is novel. The game is only let down by the constant assault you're put under. Great if you can find it cheap.

## Mechwarrior 2

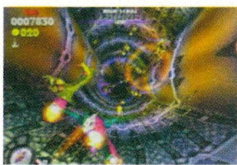
A more arcadey version of the PC classic that gives you the chance to stomp around in a lumbering 'Mech



and blow the shit out of your enemies. It can get quite tough and is an aquired taste. I fun shoot-em-up that can be found at a knocked off price.

## N2O

Shame about this one because it has a lot going for it. Wildly coloured backdrops and lightspeed movement



through the 3D levels to a reasonable if standard soundtrack, but there's never quite enough going on. Wasted potential. The Stan Collymore of games.

## Nanotek Warrior

A Psychedelic 3D blaster that does everything to the best of it's abilities but still fails to attain ultimate



reamness. Another one of those games that's worth having if you can find the right price, or get given it by a relative for christmas. Not bad, not that good.

## Novastorm

This one harks back to the days of the original PlayStation demo disk and boy, does it show.



It plays like an "into the screen" 3D version of R-type, but with anything that would make it good removed. Times have moved on so avoid.

## Nuclear Strike

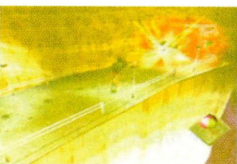
This sequel to Soviet Strike improves slightly on the graphical front and has a few new touches.



Both this and Soviet are fantastic shoot-em-ups but this one just about wins out and makes a worthwhile addition to your collection.

## One

Yawn. Another case of great graphics let down by getting really boring really quickly. The lucky thing is,



with a title as "inspired" as is, the possibility of sequels called One Two and One three is just to stupid to ever happen. Thank Allah for mercy.

## Parodius Deluxe

Nothing to do with ancient Roman hamburgers and a lot to do with conversions of tired coin-op shooters.



There was a time when this sort of game turned heads, but that era is over and this title is just a sad reminder of how we were once so easily pleased.

## Philosoma

Bright and fast with a lot of variety, which ironically leads to its downfall. Borrowing from just about any



old effort you care to mention, Philosoma crams a lot onto the screen and mixes in some decent sound, but it's too much of a mish-mash.

## PO'ed

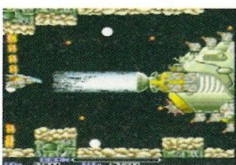
Your supposed to play a character that's Pissed Off and out to whoop some ass. It's graphically empty and



no way challenging enough for anyone with even the smallest set of arcade skills. The only PO'ed people will be the ones who shelled out on this lumb of crud.

## R-Types

Remember in the early 90s, when a reasonable proportion of misguided Mancunians took to wearing flares? Seemed like a good idea until the holiday snaps came out, and the story's the same with this. Leave the crap in the cupboard where it belongs.



## Raiden Project

Just as great graphics can't hide a crappy game, great playability can hide shoddy visuals. This type of all out shooter was all the rage a few years ago. This one has all the ideas that made the genre worthwhile. Take a look if you hark back to simpler times.



## Rapid Reload

Decent stab at an old style shooter which looks more and more dated with subsequent releases. The effects



are good and the general level layout makes for an entertaining "romp", but flat scenery and little innovation make dull too soon. Nae bad.

## Raystorm

A fine but standard shoot'em-up. Doesn't warrant the 40 note price tag though.



## Reloaded

The sequel to the gory Loaded which was nowhere near as good as it promised to be. Still enjoyable



## Revolution X

An unusual shoot-em-up in an Operation Wolf Stylee. You have to shoot up the establishment with your



CD chucking machine gun and clear the way for Aerosmith to take over the world. God save us from corporate rock and squitty arsed games like this.

## Robotron X

More arcade revamp-age and another example of why the dinosaurs became extinct. Cheddary than a



horse's bell in a heatwave, the highlights are the lumino-scenery and... well let's say highlight, single, shall we. Bottom of the food chain, this kind of thing.

## Rogue Trip

Wish You Were Here meets Twisted Metal, except it's slightly unfair. We've all wanted to twat bejesus out



of crappy holiday reps, but it's the reps who do the damage in this derivative affair. Good idea gone to waste. Rather like asking a rep for advice.

## Shadow Gunner

Robot warriors. Killing each other and stuff. As indeed they have done many times before. Better.



## Shadow Master

Great-looking blaster with loads of intelligent action. Gear up your brain and this is for you.



## Shellshock

3D tank thang where combat strategy comes into play. Worthy but dull. And dark. And did we mention dull?





### € Shockwave Assault ☆

Poor, misunderstood alien bastards attempt to invade the earth and it's your job to show 'em that we don't



like strangers round these parts. Best save the last bullet for yourself as this game is so bad, you'll feel suicidal. Avoid, Avoid and again Avoid this utter turkey.

### € Slamscape ☆

One of the poorest futuristic shooters ever created. Unless you know different, Marty McFly..



### € Small Soldiers ☆☆☆

The game of the film of surprise. Mini soldiers causing major mayhem in a well presented game. Comes into



its own in two player mode where days will pass like moments, or clouds, or whatever, but a worthwhile buy for the friendless soul too.

### € Soviet Strike ☆☆☆

These Strike games all share the same excellent quality of gameplay as they do everything else. Once



you own one you've got a fair idea of all the others. Nuclear Strike is the better version, but this one shares all of Nuke's good points.

### € Starblade Alpha ☆

The arcade version was terrible and this conversion brings across that feeling while, amazingly, being able



to be even worse. Who thought this could be possible? The lame programmers, obviously, deserves to be ignored but begs to be strangled. Naff.

### € Starfighter 3000 ☆☆☆

An early 3D effort with some fine but all too rare moments of action, particularly when viewed from



the external angles. Speaking of which, its angular emptiness is the reason it becomes so boring so quickly. Worth a fiver for a quick blast.

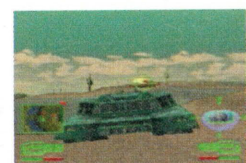
### € Steel Harbinger ☆

See that single star in the right hand corner? That means that a game is a bunch of vile gut juice and it's never been more accurate than with this painfully bad blaster. Waste your money on anything else than this and you will be a lot happier with the world.



### € Steel Reign ☆

Painful, that. Worse than hailstones we should imagine. So indeed is the game itself.



### € Tempest X3 ☆

Three games in one, so let's do some maths. Now class, listen up. 3 x shite = triple shite.



### € The Fifth Element ☆

Big news at the box office thanks in no small part to the unfulfilled promise of a spot of Mira minge. No



such empty promises here, but a whole set of new ones encompassing everything from plot and graphics and gameplay and ultimately, point. Nonsense.

### € Tigershark ☆

Dull nautical non-event involving blasting all and sundry in the big, deep sea.



### € Total Eclipse ☆

Marginally more entertaining than the Bonnie Tyler tune, but then so too is partaking in the naked 400m barbed wire hurdles. This screenshot gives the impression that the game looks okay. Don't be fooled, it looks like it plays, and it plays like Sunderland.



### € Tunnel B1 ☆

Fast tunnel-based blaster that set the pace in the early days and now limps around at the back.



In its day it looked the business but things have moved on considerably since then. Best left alone in this day and age.

### € Twisted Metal ☆☆☆

The original PlayStation road rage game was a jerky disappointment. It has now been surpassed by later



games in the series which are well worth spending some more time with. Move along now to..

### € Twisted Metal 2 ☆☆☆

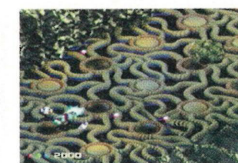
A superior sequel to the original which still features a bunch of cars that have been fitted with a stupid



amount of fire power. Enter an arena and kill everyone you see. Much better than the first one and worth a look for anyone who suffers road-rage.

### € Viewpoint ☆☆☆

It may sound like a cheap Bornmouth bead d breakfast but is actually a visually attractive shoot-em-



up that is heavy on the old-school shooting side. Tricky play lets down what is a fairly reasonable no-brainer gamer.

### € Vigilante 8 ☆☆☆

An excellent blend of speed, bullets and no holds barred action. This is what Road Rage is all about.



## £ Time Crisis ☆☆☆

A fine example of how a lightgun game should be produced. A must-have for all shooter fans.



PRESS ANY BUTTON TO START



## € Viper ★★

Good-looking shoot'em-up that offers nothing original in terms of gameplay.



## € X2 ★★

You can't beat a game with a nice and unassuming name. X2 features some pumpin' techno soundtracks



and a difficulty level that will make you rip out your, and anyone at hands, hair out. Feeling tough then have a look. Wimps stay clear.

## € Xvious 3D/G+ ★★

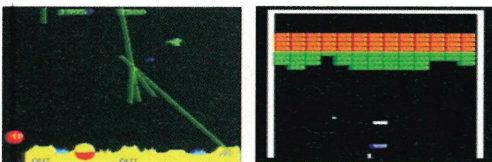
As game names get more and more ridiculous the gameplay goes down and down. Trash. Avoid. Now.



## miscellaneous

## € Atari Arcade's Greatest Hits ★★

A rather dreary compilation of old 'classics' with an added backstage tour of the games' origins.



## € Atari's Greatest Hits 2 ★★

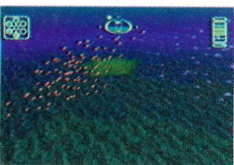
Another chance to remind yourself just how far games have advanced in such a short space of time.



Nostalgia, but little else. Certainly very little enjoyment or long term pleasure to be gained. Slightly better games than volume one managed.

## € Aquanaut's Holiday ★★

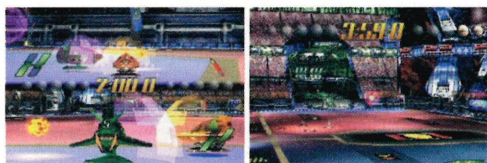
Games equal fun, that's how the equation is meant to work. This is the loosest use of the word "game" that



you will ever have the mis-pleasure to "play." Aquanauts at work, now that would be something. A truleu awefull game that has no place anywhere.

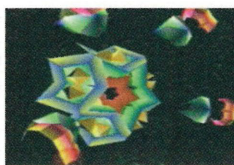
## € Ball Blazer Champions ★★

Sounds painful but turns out to be an okay game. Never spectacular but might be worth picking up.



## € Baby Universe ★★

You know that sound to light flashing demo thing that you get with your PlayStation? Well now you can pay



£20 for a slightly better one if you're mad. As something to leave on in the corner of a room during a party it might be okay, as anything else it's tres poor.

## € Bust A Groove ★★

Dance yourself to death with this cool Parappa clone. Classy game packed full of annoying music that you'll



be humming for days. If anything though it's more fun to watch than play as you can appreciate the comedy of the characters more. Check it out.

## € Chessmaster 3D ★★

You can either play chess or you can't Those who can and can't find anyone else good enough to give them a challenge may find some use of this. Anyone else would be better of getting a board and playing a real person. Remember them? They look like you! Well..



## € Courier Crisis ★★

Gameplay crisis would be a better title. A modern day Paperboy that goes badly wrong. Best avoided.



## € Bomberman World ★★

Multiplayer frag-fest that will keep you and your mates up all night long. Not much cop in single-player!



## € Dodgem Arena ★★

Straight out of the heart of Amsterdam's Red Light District comes this cross between Wipeout and Ice



Hockey. Collect the puck and fire it into the moving goals. Bloody difficult, bloody frustrating and another of the brigade best played in two player mode.

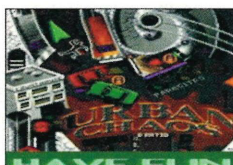
## € Die Hard Trilogy platinum ★★

Thrills and spills from start to finish in this varied movie caper. Quality game well worth owning.



## € Extreme Pinball ★★

Oh no it isn't. You'd have more fun playing one of those crappy plastic pounstore pinball games than



going anywhere near this bunch of rusty balls. For god sake, if you want to play pinball then go to the pub and pay fifty pence. Pointless crap.

## € Fluid ★★

Trippy flipper-fest with this music creating Dolphin. Only for the serious post-club chill out really.



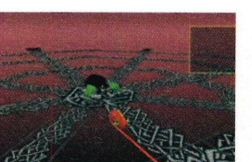
## € Frogger ★★

Dodge traffic with everybody's favourite slimy amphibian in this 3D remake of the classic.



## € Live Wire ★★

Another old game gets rehashed. Gameplay's repetitive but the handbag house soundtracks lifts it a bit.



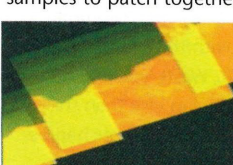
## € Mr Domino ★★

Oddball Jap puzzle game that will have your ripping your hair out. Addictive though.



## € Music ★★

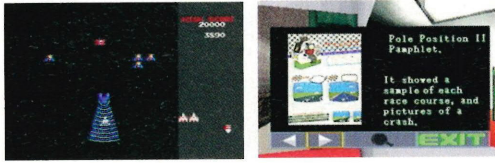
Not a game but a music making tool. 1000s of samples to patch together and great fun too.





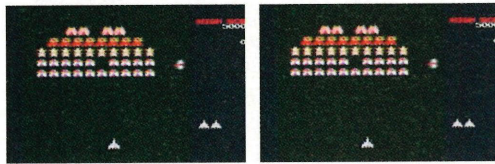
### € Namco Museum Vol 1

Old games that look crap. And play alright. For a while. And then get drab. Understand?



### € Namco Museum Vol 2

For Christ's sake! Stop dredging up the deceased. Let them die in peace. Again, a better volume two.



### € Namco Museum Vol 3

The further into the back catalogue you go the fewer classic games there are it seems. Why do they still churn these out? People obviously have rose tinted glasses when it comes to shite like this but after five minutes they're consigned to the bin. Stop it.



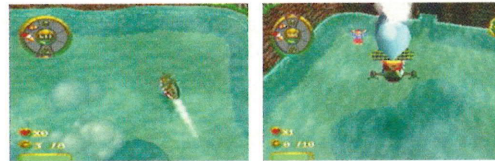
### € Namco Museum Vol 4

Jesus frigging wept. How many more of these games are we going to have to endure?



### € Overboard

Ride the high seas in this bold attempt at something a little different. It just doesn't quite reach the mark.



### € Pet In TV

Annoying Tamagotchi-style effort which will make your eyes burn with its psychedelic landscapes.



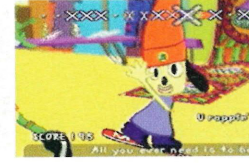
### € Pitball

Who ever said that the majority of futuristic sports games are poorly realised bum fluff? Well this one proves their point in so many ways. Do anything else than play this game. And that includes walking on broken glass in bare feet. File under shit and leave.



### € Parappa the Rapper

The most original game on the playstation that will make your Granny believe that Rap music can be quite catchy. The gameplay is basic, but the reamness of the game shines through. You can pick it up for under twenty quid too. Bargain.



### € Poy Poy

Recently beaten by the obviously named Poy Poy 2 as being the top multi-tap game for a beer'ed up night in with "der boyz." Pick up rocks and chuck them at your opposition 'til only one survives. Fun, yet limited and only worth buying at a slashed price.



### € Poy Poy 2

You'll need a multi-tap to fully appreciate this quirky pain game, not for loners, but a multi-player miracle



### € Pro Pinball: Big Race USA

The latest unsurprisingly atrocious attempt at bringing the bar-room classic to the PlayStation. People need to learn that we want variety and that supplying us with just a single table simply isn't good enough. Apart from that it's standard fare anyway.



### € Pro Pinball: The Web

Hey, one whole table for the price of 70 games of pinball in any pub in the country. Ever get that feeling that a games company has pushed a pipe into your bladder and is busy taking all the piss you have? Play this and you will know what I'm talking about.



### € Pro Pinball: Timeshock

The whole Pro Pinball series has been slightly disappointing. This is the best of the three though.



### € Rampage World Tour

An ancient arcade conversion based on the old B-Movies. Take control of a huge King Kong or Gorilla and smash down buildings and grab all the goodies before the others do. Frantic fun but it all gets a bit repetitive before too long. Be careful.



### € Rebel Assault 2

You can't usually go wrong with Star Wars but Rebel Assault 2 is a very poor game indeed.



### € Williams Arcade Hits

They were arcade hits but now they're something that rhymes with it. Honest.



### € Riot

Futuristic game in crap game shock horror. It's not a new story is it, and this game does nothing to change the age old story. It has no redeeming features and an overall drabness that will make old-time gamers hark to the days of SpeedBall 2.



### € Rosco McQueen

Firefighting in the Towering Inferno whilst battling a range of robots in this enjoyable extinguish 'em-up.



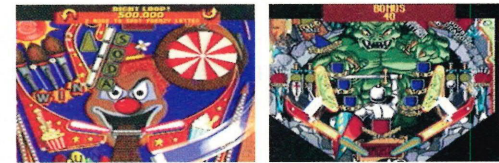
### € Spice World

Fun for alco-pop boppers. Contains interviews, dances and song remixing. Limited appeal though. Obviously.



### € Tilt!

Surprisingly enjoyable pinball game which in itself is unusual. Good clean fun for all the family.



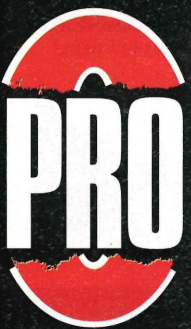
### € True Pinball platinum

You lot think that writing about games is a doss don't you. Well try talking about a shit load of equally bad pinball simulations and then see how it feels. There is only one decent pinball game and that's Tilt. This one is just as bad as the rest.





dealer



# reader top10

**N**ot only have your votes been coming in thick, they've also been coming in fast, and this month's chart is a very different beast from that of last issue. The fickle gets. From the top then...

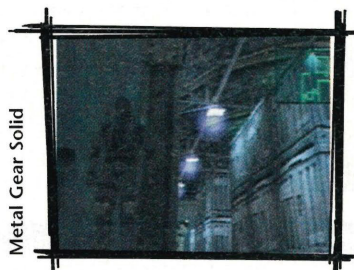
1. Metal Gear Solid
2. Ridge Racer Type 4
3. Gran Turismo
4. FIFA '99
5. Tomb Raider 2
6. Final Fantasy VII
7. Final Fantasy VIII [It's not out!!!]
8. Tekken 3
9. TOCA 2
10. Tomb Raider 3

**Most Loved Character**  
Lara Croft

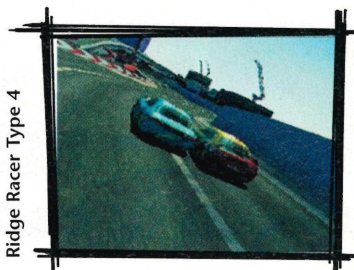
**Most Hated Character**  
Lara Croft [Sigh]

**Most Hated Game**  
Rugrats

**Most Wanted Game**  
Final Fantasy VIII



Metal Gear Solid



Ridge Racer Type 4



Gran Turismo



## THE BEST PLAYSTATION GAME OF ALL TIME IS

Because.....  
 2.....  
 3.....  
 4.....  
 5.....

## THE WORST PLAYSTATION GAME OF ALL TIME IS

Because.....  
 Name.....Age.....  
 Address.....  
 Game you'd like to win.....

Send your entry to: PRO VOTES, IDG Media, FREEPOST (SK3038)  
 Macclesfield SK10 4EY or email me at chicken@idg.co.uk

## £ Treasures Of The Deep



Eagerly anticipated underwater romp that never quite lived up to its undoubted potential.



## £ 2xtreme



Rubbish name for a rubbish game. It's easy to cash in on the penchant for extreme sports at the moment

so make sure you're not one of the mad, unfortunate fools that falls for this trick. This comes from the pit of bad games. Send it back there.



## £ Actua Golf



The original golf game had a few minor faults but still did the business but looks highly dated now.



## £ Actua Golf 2



There is nothing new here that would warrant an upgrade from the original. Those of you who come across this golf-em-up going for a song will get what you paid for so your better of hunting around for Actua golf 3 which at least has a new control system



## £ Actua Golf 3



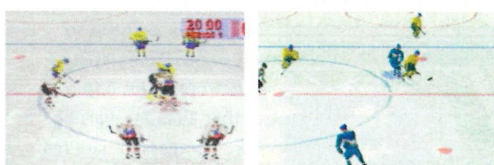
Gremlin's latest club-swinging is far superior in both graphics and game options. The best of the three.



## £ Actua Ice Hockey



The Actua Sports series expands into the world of American sports. Not as good as the NHL series.





### € Actua Soccer platinum ☆☆☆

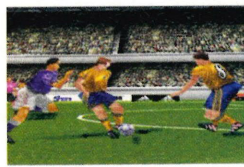
Twenty pounds may seem like a bargain, but be warned. This piece of football action is starting to look



dated, despite its classic status, and there are far superior offerings out there. Some players may enjoy the dated feel, but most just won't be impressed.

### € Adidas Power Soccer '98 ☆☆☆

The Power Soccer brand goes from strength to strength with yet another crap soccer sim.



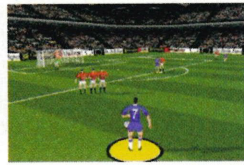
### € Cool Boarders ☆☆☆

Playable but ultra short snowboarding game. It's trendy to get rad but the game never really gets there.



### € Actua Soccer 2 ☆☆☆

Looks extremely dated in comparison to what's below. Not really worth getting these days.



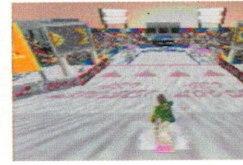
### € All Star Soccer ☆☆☆

An average footy game that doesn't take itself too seriously. But it's hated by most people who play it.



### € Cool Boarders 2 ☆☆☆

Improvement on the original offering more tracks, stunts and more adrenalin fuelled gameplay.



### € Actua Soccer 3 ☆☆☆

One of the best football games to appear on the PlayStation. Looks shit hot, plays like a dream.



### € All Star Tennis ☆☆☆

Novel features and eight-player gaming options make this an unusual tennis title. Worth a passing glance.



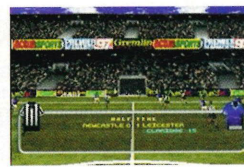
### € Cool Boarders 3 ☆☆☆

The best snowboarding game on the PlayStation, make no mistake. Be sure to own a copy of this game.



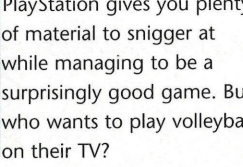
### € Actua Soccer: Club Edition ☆☆☆

Shocking rip-off that everybody should ignore. Identical in most respects to the original. Very poor.



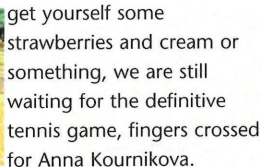
### € Beach Volley Heroes ☆☆☆

What a great excuse to make lots of gags about bouncing breasts. The only Volley ball game on the PlayStation gives you plenty of material to snigger at while managing to be a surprisingly good game. But who wants to play volleyball on their TV?



### € Davis Cup Tennis ☆☆☆

A big licence tennis game that proves how wary you should be about big sponsorship games. Be patient and get yourself some strawberries and cream or something, we are still waiting for the definitive tennis game, fingers crossed for Anna Kournikova.



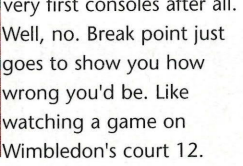
### € Actua Tennis ☆☆☆

Another addition to the Actua series further swells Gremlin's sporting library. Average game though.



### € Break Point ☆☆☆

You would think that creating a decent Tennis game would be a piece of piss, they've been around since the very first consoles after all. Well, no. Break point just goes to show you how wrong you'd be. Like watching a game on Wimbledon's court 12.



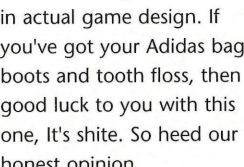
### € Dead Ball Zone ☆☆☆

Futuristic football for those with savage intentions. Hits where it hurts for a nice break from the norm.



### € Adidas Power Soccer ☆☆☆

Another big licence that pumps to much money into getting a household name and not enough investment in actual game design. If you've got your Adidas bag, boots and tooth floss, then good luck to you with this one, It's shite. So heed our honest opinion.



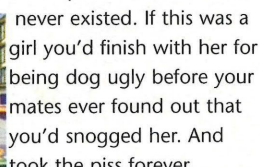
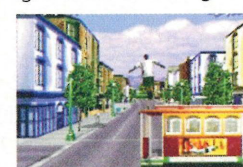
### € Brian Lara Cricket ☆☆☆

Superb cricket game marred by a high quantity of bugs. Live with them though and you'll love it.



### € ESPN Extreme Sports ☆☆☆

BMX racing amongst others in a truly poor sports game. The best thing to do is to pretend that this never existed. If this was a girl you'd finish with her for being dog ugly before your mates ever found out that you'd snogged her. And took the piss forever.



### € Adidas Power Soccer '97 ☆☆☆

Yet another pathetic footy offering from Psygnosis. Same boots, same game. Tsk.



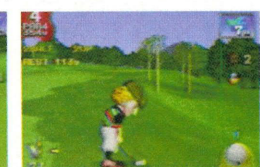
### € Chill ☆☆☆

Bollocks snowboarding cash-in. Nice graphics but now where did the gameplay get to? Certainly not here.



### € Everybody's Golf ☆☆☆

Wonderfully playable golf game that ditches crappy photorealism for playability. We love it.





## FIFA '96 platinum ☆☆☆

Those of you who brag about how good FIFA '99 is should look back at this earlier effort and see exactly things have come on. Obviously it's an expensive way of demonstrating how duff the '96 game is. But you get the point. It's crap. So be warned.



## FIFA '97 ☆☆☆

Looking dated in comparison to RTWC. Average at just about everything. Avoid like the plague.



## FIFA RTWC '98 ☆☆☆

Leaves all other FIFA releases in the shade. Contains all Premier league teams from around the world.



## Goal Storm ☆

This was one of the first football games that was available on the PlayStation. It was created by the Japanese and, wouldn't you know it, it shows. With so many impressive footy games out there, it is hard to say who this dribble wreck of a game would appeal to.



## ISS Deluxe ☆

A pretty bland footy affair which could have been better. But wasn't. So avoid it. Easy.



## ISS Pro platinum ☆☆☆

Perhaps the most overrated football game ever. Check out the N64 version for how it should've been done.



## ISS Pro '98 ☆☆☆

Vast improvement and perhaps the People's Choice. Still doesn't come close to the N64 though. Simplistic.



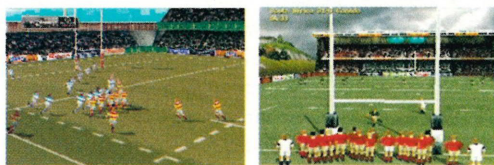
## Int. Track & Field platinum ☆☆☆

The is still far and away one of the most playable and addictive games you can play. The controls are a doddle to work out (press a button really quickly) and it remains the best multi-tap endurance tester you can own. Almost as knacker as the real thing. Almost.



## Jonah Lomu Rugby ☆☆☆

Superb recreation of a tricky sport to convert. The best rugby game on any format without doubt.



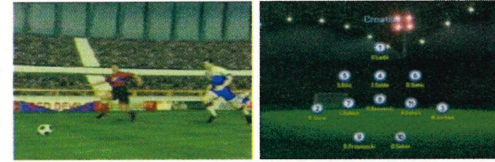
## Kick Off '97 ☆

Tries a little too hard to be something special but ends up being as dull as they come. Should be better.



## Kick Off World ☆

Playable enough but overtaken and overshadowed by so many other football titles.



## Knockout Kings '99 ☆☆☆

Great atmosphere and great meaty sequences in this pugilistic treat. Gonna box you ears son.



## Libero Grande ☆☆☆

You only control one player while the action happens around you. Not as bad as it sounds - quite playable.



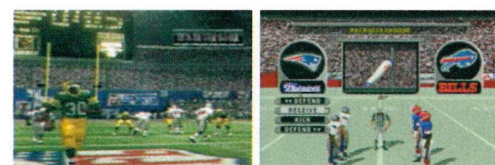
## Madden NFL '97 ☆☆☆

All the tactics and all the stats, but it looks dated when compared to later versions. Good second-hand buy.



## Madden NFL '98 ☆☆☆

Vastly improved graphics. Largely similar gameplay.



## Madden '99 ☆☆☆

Largely similar graphics. Largely similar gameplay. Added extras and a neater front end, but in truth all but the most dyed-in-the-wool fans of the series would be just as well served by saving some money by picking up a prequel on the cheap.



## Michael Owen's WLS '99 ☆☆☆

You would think that a game that shared Michael Owen Mountain shattering charisma would be a lot worse than this one actually turns out. Thankfully, his monotonous introduction is the biggest low this top game has. A good footy effort you'll enjoy.



## FIFA 99 ☆☆☆

**Quality football game, possibly the best there is. An essential purchase for all. Away the lads.**





### € Nagano Winter Olympics ☆☆☆

What a shame. This eagerly awaited frost-em-up turned out to be a to be more of a lame sleet shower in hull than a tourist crumpling avalanche in the Austrian Alps. There are better sport event games available.



### € Namco European Soccer ☆☆☆

A truly awful rendition of the sport that every tom dick and harry tries to render on the PlayStation. Some clever people have managed it. Namco demonstrate how they're not one of them. Spit and you'll hit a better game than this.



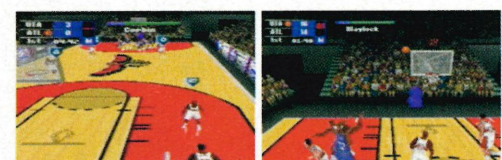
### € Namco Smash Court Tennis ☆☆☆

...this is such a treat. The most playable tennis game on the PlayStation and among the finest sports sims.



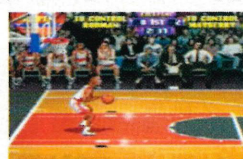
### € NBA Fastbreak '98 ☆☆☆

With so many bazzball games clamouring for our dough, it takes a doozer to score. This ain't it.



### € NBA Hangtime ☆☆☆

This one manages to do the job without any danger of producing an interesting game. It may interest those of you who like their American sports that are actually British schoolgirl games. But only if it came free with a game that was any good. Like Spice World.



### € NBA In The Zone ☆☆☆

Tell you what - look at the star rating and skip to the next one, yeah? Hardly any of you will want a basketball game anyway but if you did, believe us, this is not the place to start your shopping. Look for the NBA Live series and you can't go far wrong.



### € NBA In The Zone 2 ☆☆☆

Cheers. Might as well tell you about the better of the two eh? Well it's like this - as basketball games go this is as good as you're likely to get. Depends on whether you like the fast arcade-y feel it has or prefer a more simulation-like experience. Okay?



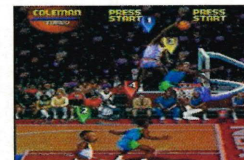
### € NBA Jam Extreme ☆☆☆

Playable enough in an uninspired way, but does a disservice to the great old NBA Jam franchise.



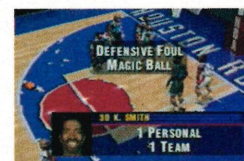
### € NBA Jam TE ☆☆☆

This, on the other hand, is spot bollock on. Two-on-two action with the turbos fully charged and a fantastic cheesy commentary featuring every bazyz cliché and a few more besides. Additional power-ups make for a treat in either one or two-player.



### € NBA Live '96 ☆☆☆

An extremely well received version of the net-ball impostor. It attempts to simulate the game far more than it's 'Jam counterpart but has been superseded by four years of superior updates. Just consider how embarrassing it would be to just have the old stats.



### € NBA Live '97 ☆☆☆

Improved and updated with all the league players and a greater feeling of control. Really good effort.



### € NBA Live '99 ☆☆☆

The franchise had skipped a year without a sequel so this was more than inevitable. Doesn't add anything new to the series except update the players and provide us with a new front end. Faced with this at full price and the others at half, choose those.



### € NBA Pro '98 ☆☆☆

A tramp in the house of the lords and ladies. Or in layman's terms, a steaming bottom otter.



### € NFL Gameday ☆☆☆

It's up there with the earlier Madden Football games but only manages to offer a slightly different perspective. It's no less offensive than the rest of the series, but it sure as buggery isn't any better so you need to watch out before spending your money.



### € NFL QB Club '96 ☆☆☆

Thanks to the huge demand of American Football, we can expect to see more and more of these piss average games. If only people refused to buy the naff ones, then the publishers would be forced to release only good games. Simple eh? Nah, it's never happen.



### € NHL '97 ☆☆☆

The NHL series stand out as the best ice hockey games. This early version looks old now though.



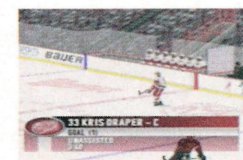
### € NHL '98 ☆☆☆

And with this game the sport known as Ice Hockey was brought to the PlayStation. And it most satisfactory too. It's a pity that the sport isn't as popular in this country. This one deserved to do well. At least until the superior '99 incarnation. Now '99 is out, this is pointless.



### € NHL '99 ☆☆☆

Easily one of the most perfect sports games released on the PlayStation. Just about everything you could ever wish for. Realism, action and brutality in abundance mixed in with top graphics and the best commentary heard in a sports game.



### € NFL Blitz ☆☆☆

The rules have been abolished and Blitz is out and out violence. Fantastic stuff all round.



### € NFL Xtreme ☆☆☆

Similar to Blitz but not quite as fun. The rules are still missing but so is some of the gameplay.



### € NHL Faceoff ☆☆☆

One of the better competitors to NHL. Still worthy of a play even today if you can find a copy.





# Shoptalk

## CounterMonkey



Name: Michael Withey  
 Starsign: Virgo  
 Shop: Game - Arndale Centre, Manchester  
 Pro: Just some simple questions to start off.  
**Sure, go for it.**  
 Pro: POP QUIZ HOT SHOT! Man enters the shop, presses a gun to a regular customer's head. What do you do, WHAT DO YOU DOOOOO!?  
**Hah! Shoot the Hostage.**  
 Pro: Wise guy eh? Okay, who will save us from the end of the world, and

what will you be drinking?

**Elvis will save us, and serve Tequila slammers while he's at it.**

Pro: You're obviously on drugs, so we'll get on with some "straight questions." Has Ridge Racer Type 4 been making you all rich, rich people?

**Not particularly.**

Pro: Metal Gear Solid still doing heavy business?

**Yeah, it's doing really well.**

Pro: What title is stuck to the shelves when you thought that it would stretch its wings and soar?

**A Bug's Life, it's just not selling...**

Pro: You sound upset, if this is too painful, we can go back to Metal Gear Solid.

**Oh yeah, that's selling loads!**

Pro: See, things can't be that bad. What about peripherals then?

**Analogue Pads are doing quite well.**

Pro: We're on a roll! What about Ridge Racer 4 going to out burn Gran Turismo.

**No way. it's not at all as good.**

Lurking near the erotic CDs with a telephoto lens.

## ThePuntas



Name: Joseph Corsdrine  
 Occupation: Builder  
 Pro: What have you got there apart from a builder's arse?

**WCW Thunder.**

Pro: Why did you buy that? It's crap.

**Well, I liked Nitro and just fancied it.**

Pro: You realise it's got an 18 stone muscle man on the cover.

**So?**

Pro: Fair enough. A pig the size of Texas is heading for Earth, Everything you know will be blown to pork scratchings. All the sex, drugs and rock 'n'roll have been snorted by Robbie Fowler and all your friends have joined a Swiss suicide pact. Do you follow so far?

**Kind of...**

Pro: So what game are you going to play to pass the time till pig hour?

**Premier Manager '98**

Pro: What game makes you want to join a Swiss suicide pact, pig or no pig.

**Space Jam was shit, and some car racing car type game.**

Pro: It's been a pleasure. For you.



Name: Dominic Merric  
 Occupation: Archaeologist  
 Pro: What's taken your cash today?

**Metal Gear Solid**

Pro: What made you do that?

**It's everywhere and I got it second hand.**

Pro: What game would you play if you only had three minutes to live.

**I wouldn't I'd go shaggin'**

Pro: Answer the bloody question, dig boy.

**Okay, Tenchu - because you can do a level really quickly**

Pro: Fancy yourself as a bit of an Indiana Jones Ninja type do you?

**Why did I know that you'd make some Raiders Of The Lost Ark comment?**

Pro: Because it's the only way that digging up bones can seem cool? Now, we need to fill some space at the bottom of this box, so you'd better say something else right now.

**Okay. Dog's toss.**

Name: Ben Williams  
 Occupation: Student  
 Pro: What have you got there?

**Metal Gear Solid**

Pro: Why did you buy that? It's crap.

**What? Every mag says it's mint?**

Pro: Well we all lied. It's a big magazine conspiracy.

**Seriously?**

Pro: No. It's a fine game.

**Bastard.**

Pro: What game have you played 'till your thumbs bled?

**The first Tomb Raider, it's still the best one of the series.**

Pro: What's the worst game you have ever played?

**Tempest 2000 was bloody awful.**

Pro: Are you aware you look like Brendan Fraser?

**No**

Pro: Well anyway, you do. George, George, George of the jun-GAL!



### NHL Faceoff '97

This sequel was a real disappointment when you consider the quality of the original. Steer clear.



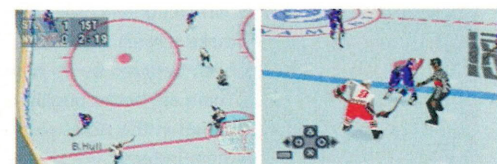
### NHL Faceoff '98

Of the three Faceoff games this is the second best and is infinitely better than the above. It's still a long way from being an excellent game though. It does tend to offer a slightly different gameplay option to stuff like NHL 99, but that isn't necessarily a good thing.



### NHL Powerplay Hockey

Looks mint but the depth of some of the other sims is sadly lacking. Room for it somewhere though.



### NHL Powerplay '98

This NHL puck-fest shares the same fate as its predecessor, it looks like a good hockey game but for so many reasons, isn't. Oh dear. Another title for the long list of games that's just about worth stooping over a bargain bucket for. But barely



### Olympic Games

Finger numbing Track and Field style games like this have always been popular. This poor example doesn't really help the cause though. Not worth spraining your forefinger for and doubtless they'll be a Sydney version in the near future to pay for.



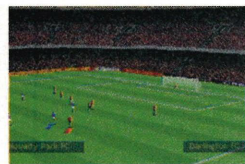
### Olympic Soccer

One of the early attempts with a rather silly license. Back in the day it played like a dream but now it's getting a little old in the tooth. Still plays a good game of footy although the programmers have progressed to the likes of World League Soccer.



### Onside Soccer

This wasn't the best football game when it came out all that time ago, which shows just how bad the competition must have been. It's now been totally eclipsed by the latest FIFA and Actua games. Don't bother because you'll be wasting your time.



### Open Ice

Comparatively poor attempt at capturing the speed and brutality of the sport.



### PGA Tour '96

Competent but uninspired golf game featuring only the most famous, as the left screenshot demonstrates.



### PGA Tour '97 platinum

All the Tour players and a couple of the courses. Slightly altered gameplay in terms of shot-taking.



### PGA Tour Golf '98

An update for the sake of it, but one which managed to go a little further in terms of graphics and – for want of a better word – “atmosphere” of the game. Not worth paying double what you'd pay for '96 or '97 though. See also Tiger Woods, the '99 sequel.



### Phat Air Snowboarding

Bandwagon-jumper with a few nice touches which fail to increase longevity beyond minutes.



### Player Manager

The Mark Lawrenson of footy management games. Er, he was a shit manager, in case you're wondering.



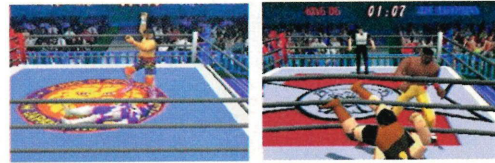
### Pool Shark

Novel game if only because the rarity of its subject matter. Far from bad, but fairly workmanlike.



### Power Move Pro Wrestling

A slightly above average wrestling fest with a few neat touches. No-one's first choice.



### Adidas Power Soccer 2

An ever oh, so slight improvement on Adidas Power Soccer. Bear in mind that the original was pretty bad too and that should give you some indication that this is well worth avoiding. Like the plague...or an ex girlfriend you know has herpes.



### Premier Manager '98

Plenty of stats but not much excitement in this just-above par management game.



### Premier Manager '99

Unneeded sequel to the above which does well to provide a complex and involving experience given the PlayStation's limitations when it comes to memory/stats-hungry software. Improved presentation could have made it even better.



### Rushdown

Three extreme sports in one great package, a marketing man might have said. He'd have lied...



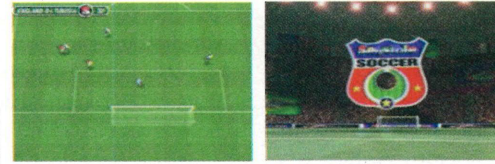
### Sampras Ext. Tennis

That will be Tennis with hand grenades then. A brave attempt to stop Smash Tennis being the best Tennis games there is. It was a close competition, but Sampras fails to win the cigar by the smallest of margins which is a crying shame.



### Sensible Soccer

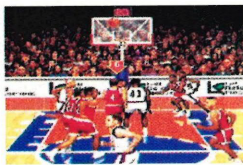
Don't be fooled by the fact it looks shite. It plays even worse. The crappiest football game available, really.





## Slam 'n' Jam '96

Look at the age of the poor thing. It tries so hard so hard to be acceptable but fails pathetically. A bit like an old smelly springer spaniel really so go to the vet and get it put down immediately. Then get a hamster, cos they're cute and cheap



## Snow Racer '98

The fastest mountain racer on the PlayStation and a worthy addition for phat boys all over.



## Soccer '97

Updated version of Olympic Soccer with league teams. Looks good and plays well.



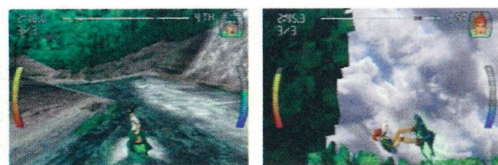
## Space Jam

Basketball-cartoon combo with a movie tie-in. Go on mates, have a worse idea, we challenge you.



## Streak

Snowboarding without the snow on a board Michael J. Fox would have been jealous of. Fun but limited.



## Street Skater

Surprisingly rad boarding game which calls for your funk with all manner of street furniture. No substitute for Cool Boarders 3, and it looks worse than Chris Evans in drag, but the easy to grip gameplay is near perfect for some post piss-up entertainment



## Striker '96

Look at the age of this for Christ's sake. It may have been one of the first Football games to impress, but will only be of interest to compulsive bargain shoppers and retro gamers. The Andy Gray commentary is grating now too. Turn down the volume.



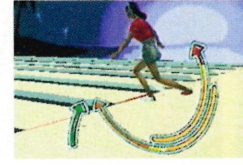
## Tennis Arena

Realistic movement and all-round unpolished competence. An acquired taste and a second choice.



## Ten Pin Alley

The fun with bowling of this variety is the amount of beer you can consume between shots. Which kind of has an effect on the rest of the evening. But, like a Stephen King horror story, this makes the transition to screen very badly. Not a bad arse on her though.



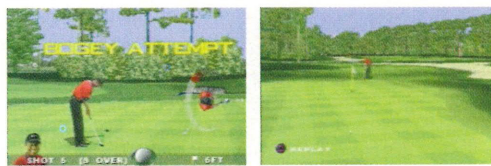
## Three Lions

Talk about football coming home. This average effort should have stayed there.



## Tiger Woods '99

Or PGA Tour '99 if you like. Not totally rank, but look under P for a better, reasonably priced alternative.



## Total NBA '96

A fair bit of hangtime is available here. It's getting to the end of its life though and there are now better basketball games out there. Another case of "worth a bargain buy" really. Not worth any real money.



## Total NBA '97

What? WHAT? Go away. Read the next one. It's identical



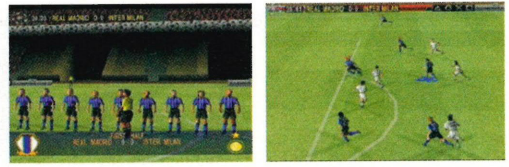
## Total NBA '98

The second in the series improved on the first in terms of gameplay but not graphics, and this improves the graphics while the gameplay remains largely the same. The best of the "Total" bunch. It sounds good too, and is in fact well worth checking out.



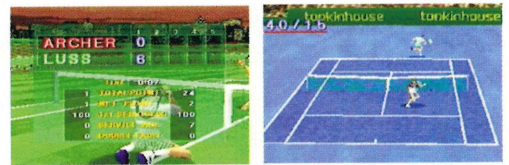
## UEFA Champions League

A fine footy fiesta focussing on the world's top club competition, including every classic team ever involved



## V Tennis

Substandard arse-icle. A 40 nicker space filler in your CD rack. What's he doing down there, the freak?



## Victory Boxing

Build up your boxers face pummeling skills then let him loose in the ring. You can't fight any real life virtual fighters (does that make sense?) and it has been bettered by it's sequel. There are better pugilistic games in the stores so get them instead.



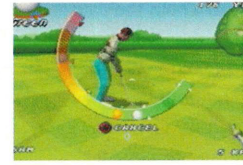
## Victory Boxing 2

More involved than the first. Take your fighter through the ranks. Mostly the same game though.



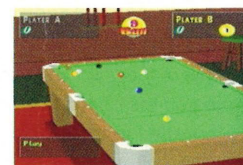
## Virtual Golf

This just goes to show you how badly old simulations age. There are fresher, faster and generally much groovier reproductions of the sport. If you want to spoil a decent walk in the country with a game of golf this is not the way. Don't say we didn't warn you.



## Virtual Pool

The risk of a battering off Nobby the Nails down the pub is worth taking if you're in with a chance of getting on the table. Ultimately, it's cheaper than the battering your wallet'll take and at least you'll get an enjoyable game. Tell him no face hits though.



## VMX Racing

Like BMX, only without the licence. Or gameplay. Oh, and with engines. So nothing like it then.





# shouts

...and indeed, let it all outs. Whether you're selling a game or simply hell bent on scribbling poppycock and seeing it in print, send your Shouts in to Pro and we'll make you immortal. Which is to say we'll print them. Keep 'em short, keep 'em sharp and keep 'em coming. It's free you know.

Swap my FIFA '99 or Abe's Exoddus for Resident Evil 2, WWF, Warzone or Player Manager 98/99. Or sell both for £60 [Is it worth it readers? - be sure to check Dealer to find out!] Ben Palin, 19 Welsby Close, Cinnamon Brow, Warrington. Tel 01925 819236.

Pen pals aged 16-18 wanted - must like Final Fantasy 7/8, PlayStation and PlayStation Pro! Also must like to draw [Jesus mate, how old are you?]. Must have a good sense of humour and wanna have fun. Male or female, reply guaranteed, photo of possible. I'm 18 [Right, thanks.] Mike Leeson, 42 Beaumont Road, Whit Wick, Coalville, Leicestershire, LE67 5GA.

Interested in buying or swapping PlayStation games? Brian Lara Cricket £20, or will swap for a decent game. Tomb Raider 3 £25 or will swap. Phone Paul Thorne, 01222 384637.

Tekken 2 for sale, very good condition, £10 only. Call Kalpesh Patel, 01902 403113.

I'll get straight to the point. I want rid of Premier Manager '98 and Soulblade, so if you have for example an ice hockey or basketball or football game [sports then mate, yeah?] that you're sick of, I'll

gladly take it, unless it's utter pish. Kevin Griffin, 54 Campie Road, Musselburgh, East Lothian, EH21 6QT. Tel 0131 653 2518.

Wanted: cheats for editing player names on Lomu Rugby and Brian Lara Cricket, as some players have retired since release of the cricket game and most players in the rugby game are obsolete as names taken from the 1995 World Cup. A. Kay, 3 Kensington Road, Formby, Merseyside L37 6EL.

Can anyone beat my top score at Brian Lara's Cricket? Playing as England versus the Windies, on village level - 1110 all out, with Stewart getting 320 and Ramprakash getting 263, with a partnership of 480 between Stewart and Hussain. [You'll be wanting to prove it in The Gauntlet then...] David Holgam, Dumfries [that cricketing hub].

Hello. Forty words? Hmm... well I've had my PSX a month and own a load of [look, we said we'll print almost anything, but not this bland drivel, Jon Johnson of Great Ayton].

First of all hello to everyone who knows me [yawn, slit, bleed] and [oh joy] I want to sell Actua Soccer 3 and C & C Retaliation. I really want Rollcage and UEFA Soccer. I also sell other things [top obvious drug baron. Check him out authorities - here comes his address] Ciao. Olly Knight, 25 Chatfield Road, Cuckfield, West Sussex, RH17 5BB. Tel 01444 440639.

Chip your PlayStation now! It's the best thing I could have ever done. I'm now playing games like Final Fantasy Tactics and Xenogears. Do it!!! E-mail me at adam@dorang.freesevice.co.uk [or alternatively readers, take careful note of our "The Perils of Chipping Your PlayStation pieces in the Eyewitness section. You

have been warned.]

As purple baboons swam in their dishwashers the Maoris could see that slowly the football floated down the stream towards the heavenly Miss Bea. In other words, it is better to ask some of the questions than to know all the answers. Ian Harrison Jnr [in which Jnr is an abbreviation of wanker...], Airdrie, Lanarkshire.

I am looking for a girl aged 17-21 who owns a PlayStation and is good looking. Send a photo or letter plus photo and I will show you how good I am. Must have nice legs and tits. Limahl Fritz, 30 Woodland Ave, Barton Seagrave, Kettering, Northants, NN15 6QP. [Now it would be wrong of us to suggest you use the following information for purposes of calling in the small hours of the morning and slagging him off, but...] Tel 01536 722065.

Let it be known from hereone that Matthew Brand of Kaynsham plays Metal Gear just so he can hide in a box and watch that bloke in the urinal!

There was a young man from Haverhill, his name was David Dockerill, he was quite polite but his mixing was shite and he went out and bought a Saturn [that doesn't rhyme mate]. His tea's shite and he can't play Tekken [nor does that].

Complete collection of all the best PlayStation magazines [you are talking about Pro, aren't you?], from issue one to present, kept in A1 condition with all covermounts. Thousands of mags going up in value all the time [er, if you like...]. Cash crisis forces very reluctant sale. Open to any reasonable offers. Dave Phillips, 34 Bush Street, Pembroke Dock, Pembrokeshire, SA72 6AU. Tel 01646 621087.

**Send to: Shouts, PlayStation Pro, FREEPOST SK3038, Media House, Adlington Park, Macclesfield, SK10 4YE.**


One word per box only

Name: .....

Address: .....

Tel no (if for publication):.....

How often do you buy PlayStation Pro? (every issue; most issues, occasionally).....

How old are you, if we may be so bold? .....

How many games do you own?.....



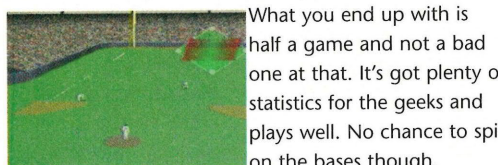
## VR Baseball

Stunning graphics and a welter of options, but the PSX teams are so shit hot you'll never want to...



## VR Baseball '99

No one wants to pitch do they? You can't beat the feel of a three foot piece of wood in your hands.



What you end up with is half a game and not a bad one at that. It's got plenty of statistics for the geeks and plays well. No chance to spit on the bases though.

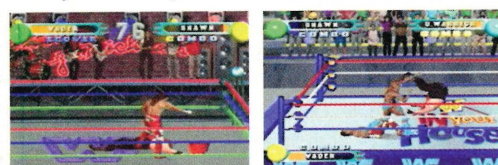
## WCW vs the World

The truth is that these games are so much alike. This is a better example of the genre though.



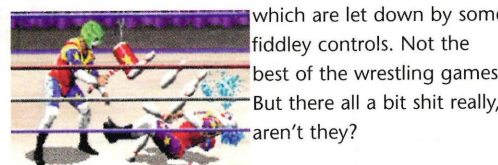
## WWF In Your House

Where as this is an atrocious one. And where's Big Daddy? What do you mean he's dead?



## WWF Wrestlemania

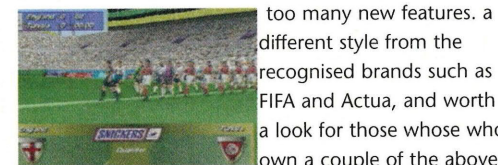
Good enough fun if you enjoy taking the piss out of this so called "sport." There are plenty of moves



which are let down by some fiddly controls. Not the best of the wrestling games. But there all a bit shit really, aren't they?

## World Cup '98

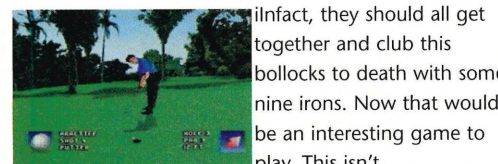
The licensed follow-up to Road to World Cup. And game which is very well done indeed without giving



too many new features. a different style from the recognised brands such as FIFA and Actua, and worth a look for those whose who own a couple of the above.

## World Cup Golf

The ever popular golf simulation genre should hang it's head in shame. World Cup Golf is it's darkest hour.



Infact, they should all get together and club this bollocks to death with some nine irons. Now that would be an interesting game to play. This isn't.

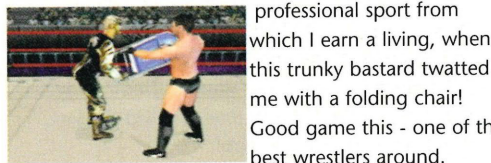
## World League Soccer

This is what they called it before Mikey Owen came on board. See M for details and make your choice!



## WWF Warzone

Well officer it was like this. There I was, doing my best to present the acceptable face of the undeniably

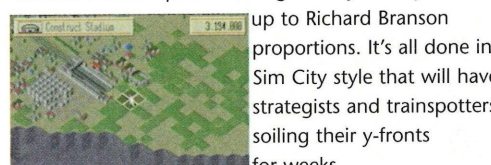


professional sport from which I earn a living, when this trunky bastard twatted me with a folding chair! Good game this - one of the best wrestlers around.



## AIV Evolution Global

At last, the chance to build a train set on your PSX. Start as a small operator and gradually build yourself



up to Richard Branson proportions. It's all done in a Sim City style that will have strategists and trainspotters soiling their y-fronts for weeks.

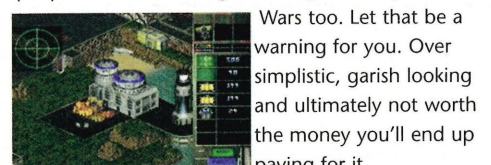
## Allied General

Hexagon based wargame with leanings towards strategy classics like Risk. Bit of a blandster though.



## Bedlam

Syndicate Wars of sorts for beginners. Oh, and for people who don't like games as good as Syndicate



Wars too. Let that be a warning for you. Over simplistic, garish looking and ultimately not worth the money you'll end up paying for it.

## Carnage Heart

People seem to think fighting robots are a good idea. Just look at Robot Wars, that's equally as poor as this.



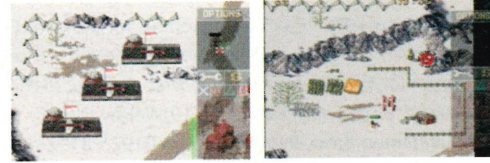
## C & C platinum

One of the classic videogames of all time. Started a sub-genre all of its own that's still going strong.



## C&C: Red Alert

The second installment of C&C is a huge improvement with more action and strategy than ever before



## C&C Retaliation

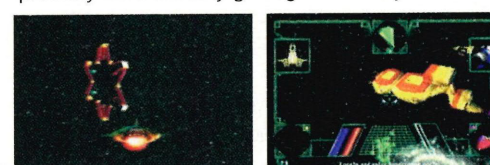
Despite this being the best C&C incarnation to date, the originality has disappeared. It's extremely difficult



to play and you will need to be a hardened Command & Conqueror already to prevent you getting mightily hacked off with the thing.

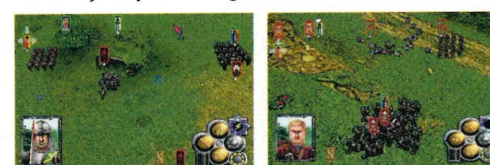
## Darklight Conflict

Below average spacey strategy game that you'll probably have difficulty getting hold of anymore.



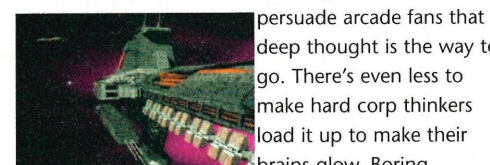
## Dark Omen

If you like going into Games Workshop then this is definitely for you. Orcs galore here.



## Defcon 5

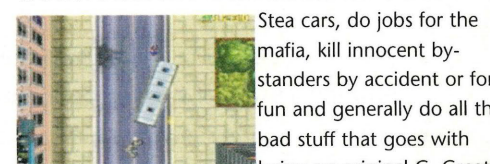
This ones all about being strategic in three whole dimensions. Wow. There is nothing here that will



persuade arcade fans that deep thought is the way to go. There's even less to make hard corp thinkers load it up to make their brains glow. Boring

## Grand Theft Auto

It had the conservative press up in arms, which makes it worth a look on one count alone. Run around a city,



Steal cars, do jobs for the mafia, kill innocent bystanders by accident or for fun and generally do all the bad stuff that goes with being an original G. Great



### € KKND Krossfire ☆☆☆

Despite the obvious C&C look this isn't really too much of strategy affair. It's more of a ballsy future fight



for survival, with the winner getting to bugger mutant mongrel marines with very large sticks indeed. Promising, but by no means perfect

### € Lemmings ☆☆☆

One of the classic puzzle game that cost a generation many, many hours of worthwhile activity. Saving the



green-haired rodents became an obsession and now you can play it all again. Plus Oh no! More Lemmings is chucked in for free too. Bargain!

### € Magic Carpet ☆☆☆

They chance to play the PC hit that featured so heavily in Neighbours. What a treat. Fly a carpet around



mystical kingdoms an this very strange blend of action and strategy. A fair game that seems a bit on the ancient side itself. Curly toed slippers are optional.

### € Monopoly ☆☆☆

All the fun of hunting round the attic for a battered old box, only to find that a few pieces are missing



including the little scotty dog that everyone wants to use. Well this bits removed actually, but everything else is faithfully reproduced. Pointless.

### € Panzer General ☆☆☆

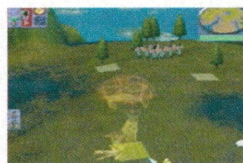
Take control of Ernst Rommel as he attempts to blitzkrieg his way across western europe. The screams



of pain and smell of burning flesh are removed giving you a view of the "battle" from a nice, clean map. Crappy graphics and a boring game. Avoid.

### € Populous: The Beginning ☆☆☆

Another great PC game wends its way onto the PlayStation and rather good it is too. Recommended.



### € Return Fire ☆☆☆

These strategy games that pride themselves on heavy detail rather than sexy graphics are only shooting themselves in the foot.



What's the point of recreating it on the PSX if it isn't going to have any visual qualities whatsoever.

### € Risk ☆☆☆

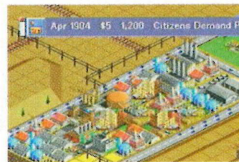
Another pointless conversion of a boardgame. Half the fun of these games is sitting around a piece of card



and arguing over plastic soldiers. Why bother putting in on your telly? Maybe you need the floor space, or maybe you are just very silly.

### € Sim City 2000 ☆☆☆

Planning and building a city can be fun. No really, it can. Designate zones for commercial or industrial



growth and watch your city grow. There's more to it than that and you will either get highly addicted or never play it again. worth a look.

### € Space Hulk ☆☆☆

It's sub headed Vengeance of the Blood Angels, which will make a great deal of sence to some of you.



For those of us who don't spend every spare hour hovering around Games Workshop stores, there is little to recommend about this man V alien thinker.

### € Syndicate Wars ☆☆☆

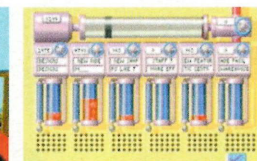
Guide you team of blood thirsty androids around a big, dark and rainy city. It's got some kick ass



weaponry and some cool mission, all done in a Bladerunner style. It's beginning to look a bit old hat now, but is still a classic strategy title

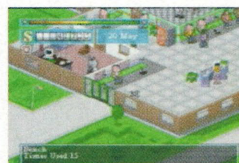
### € Theme Park ☆☆☆

Alton Towers 'em -up. Watch out for people chucking up all over the show and make sure you clean it up!



### € Theme Hospital ☆☆☆

If your one of those people who chortles at the sound of a fart, then this NHS-em-up will be the one for you.



It's all about making money by treating as many puking patients as possible. make a mistake and vomit will flood the corridors. Quirky fun.

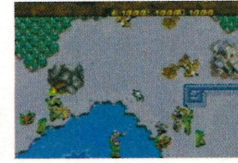
### € Transport Tycoon ☆☆☆

Absorbing light rail network 'em-up that will have you hooked, especially if you're a bit of a spotter.



### € Warcraft 2 ☆☆☆

Easily playable Command and Conquer-alike that offers more hours play than a bucket of Viagra.



### € Wargames ☆☆☆

Fairly standard effort that offers little longevity in one-player mode thanks to a bland interface and



unremarkable graphics. Redeems itself in two-player though where the blast-fests are a good crack for short periods of time when pissed with your mates.

### € Warhammer ☆☆☆

But then so is crapping in someone's letterbox. Oh sorry, we're onto something else now. Er, very nice.



### € Worms platinum ☆☆☆

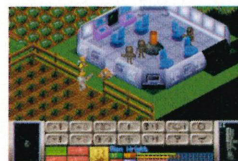
Pit worm against worm in this unusual game of pink and wrinkly combat. It's the best multi-player game



available and does not even need a Multi-tap. The graphics are terrible, but this just goes to show you that playability will always shine through.

### € X-Com: Enemy Unknown ☆☆☆

Take on the alien menace in this turn based bug hunt. First you get to shoot down their ships, then hunt the



crash site for the little critters. Nick their technology and discent their bodies to build bigger and better weapons. Atmospheric and even scary.

### € X-Com: Terror From The Deep ☆☆☆

The sequel to the exellent UFO. This time the invaders are hiding in the oceans. Somebody call StingRay!



The difficulty has been cranked up to "no-way" and owning a mouse would really make things a lot easier. Want to swim? get this. Want to be dry? Get UFO.

### € Xenocracy ☆☆☆

This is basically a poor man's Colony Wars with really roey graphics, sound and gameplay.





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# Are you tired of the same old puzzle game ?

**Swing is fast, different and mind bendingly addictive!**

**"Swing is a rotweiler of a game, with a vice-like grip and a savage disregard for your social life"**  
**PC Gaming World**

**"A game you won't be able to stop playing"**  
**MTV**

**"If you only buy one puzzle game, make it Swing!"**  
**SKY**

**"...utterly different from your run-of-the-mill puzzle game...such a simple formula, and yet so effective."**

**Official UK PlayStation Magazine**

**"Swing really gives puzzle fans something to think about"**

**PlayStation PRO MAGAZINE**

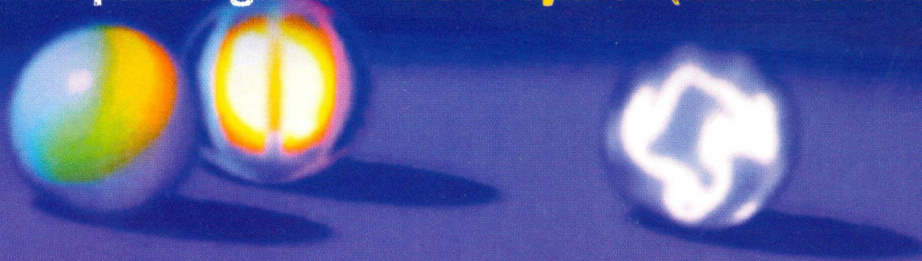
**It's not just fun, it's ball crushing, brain zapping, tactic draining entertainment.**

## HAVE YOU GOT THE BALLS?

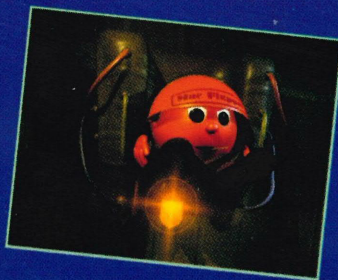
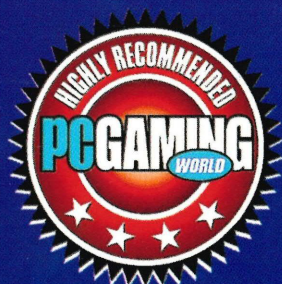
**STREET DATE:**

**Friday 28th May 1999**

**"A brilliant puzzle game" - Alex Pajitnov (inventor of Tetris)**



# SWING



**www.totalvideogames.com**  
**The UK's premier video game site.**

**SOFTWARE 2000**



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